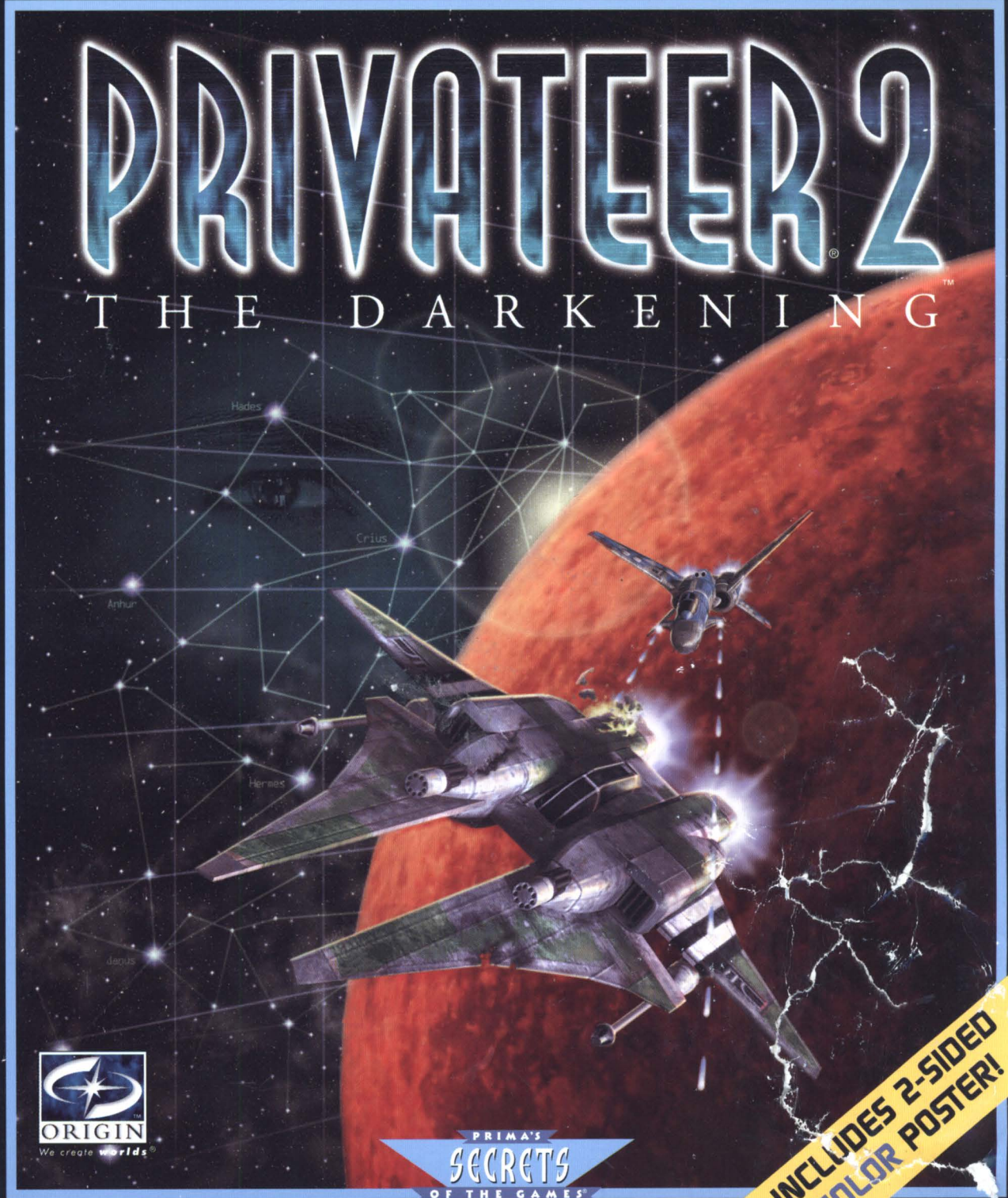
ORIGIN'S OFFICIAL GUIDE TO

PRIVATEER 2®

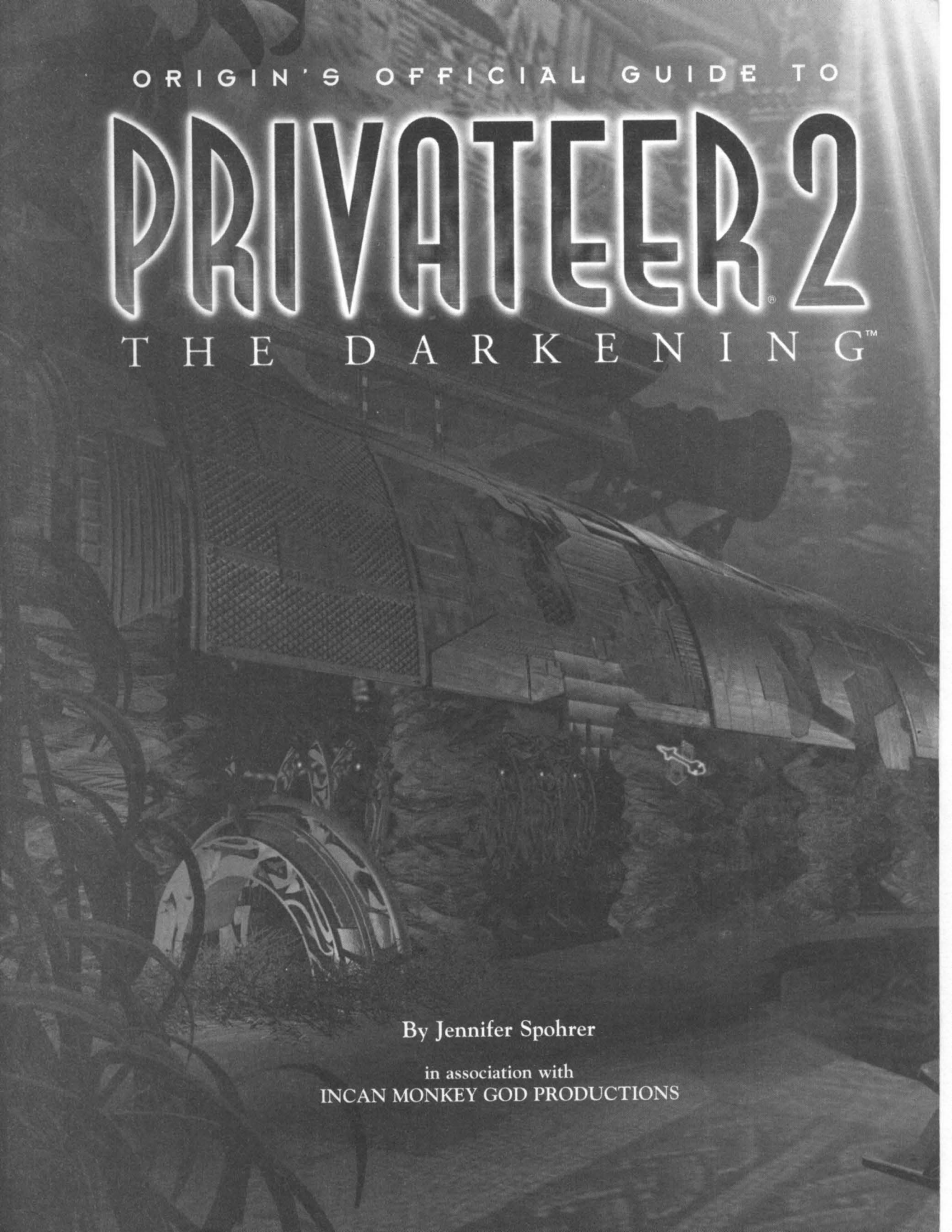
THE DARKENING™



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By Jennifer Spohrer

in association with
INCAN MONKEY GOD PRODUCTIONS

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This Book is Dedicated to (in no particular order)

Tim Bell, who died (repeatedly) in pursuit of answers to all of the "What happens if you ..." questions,

Dan Blackstone, the long-distance code interpreter who never met an e-mail he wouldn't (or couldn't) answer,

J. Allen and **Rhea Shelley**, who always put me on the schedule and the dinner list and called to see if I "had everything I needed,"

Lee Gibson, **Christopher Graf**, **Chris Harding**, **Rick Holtrop**, **Chris Launius**, **Kanon Lillemon** and **Anthony Salter** — the playtesters behind the playtesters' advice, the men in the field, the boys on the run, and so much more,

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And to the entire cast of **Incan Monkey God Productions** (David, Chris, Wendi, Melissa and Tuesday), all of whom bled in or on this book. If I gave a nickel every time I heard the words "What can I do to help?" or "How are you doing?" I'd be broke.

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How to Use This Book

Here's a list of all of the sections in the book and what each contains to help you find the information you need:

The **World of *Privateer 2: The Darkening*** (pp. 10-37) contains an overview of the game world:

- **Friends and Enemies** (pp. 10-13), **Systems and Planets** (pp. 14-19) and **Space Stations** (pp. 20-27) describe the people and places of the Tri-System.
- **Difficulty Levels** (pp. 28-30) explains the twelve difficulty levels of the game and how they affect game play.
- **Random Encounters** (pp. 32-36). Much of the combat in *Privateer 2: The Darkening* arises from random encounters with pirates. This section tells you how likely you are to run into ships of different clans at each nav point.
- **Using the Schematic Map** (p. 37) explains how to read the map on the color poster.

Ships and Equipment (pp. 40-65) gives notes and statistics on all of the ships and equipment in the game:

- **Ships and Upgrades** (pp. 40-49) gives playtester advice on choosing a ship; a chart of which ships are available on which planet; tables of statistics and default loadouts for all ships — neutral, military, cargo and hostile; and turret statistics.
- **Equipment** (pp. 50-65) contains extensive notes and statistics on all of the equipment available in the game. This section also includes an explanation of which news bulletins and missions make weapons available, and the planets and stations on which weapons can be found.

Making Money (pp. 68-83) includes a table of the base commodity prices and quantities on all planets and commodity stations; tips on using cargo ships and transporting black market goods; and a table of all news bulletins that affect prices and these price changes.

Combat Tips (pp. 86-109). Turn to this section for strategies and tips to improve your game. Tips have been categorized into:

General Tips (p. 86)
Using Weapons (p. 88)
Combat Maneuvers (p. 90)
Damage and Repair Costs (p. 91)
Ships with Turrets (p. 92)
Escorting Ships (p. 93)
Enemy Fighters (p. 94)
Notes on Mission Types (p. 97)

This chapter also has a section on **Wingmen for Hire** (pp. 99-109).

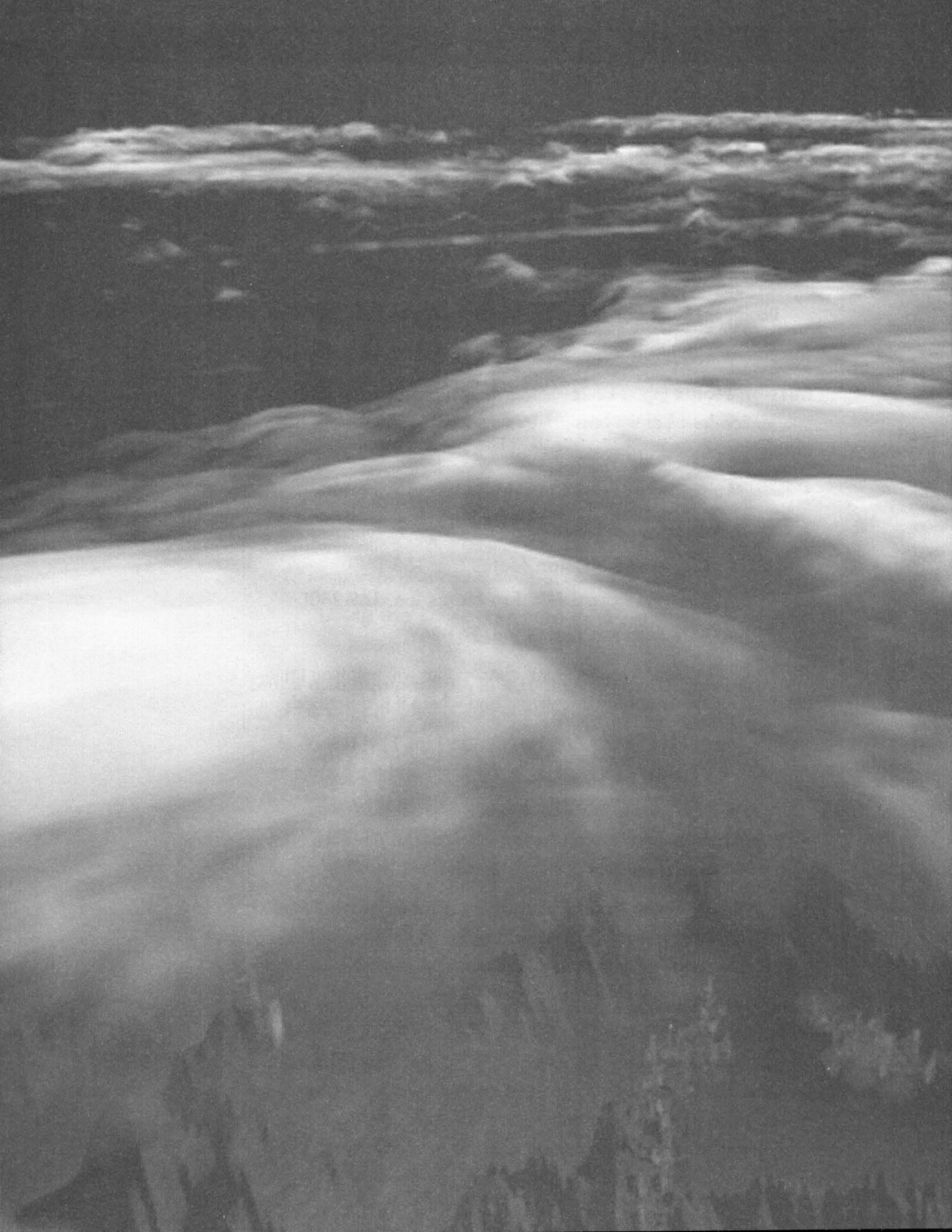
Mission Notes (pp. 112-269). This section provides detailed information for *all* of the missions in the game. Missions have been divided into the following categories:

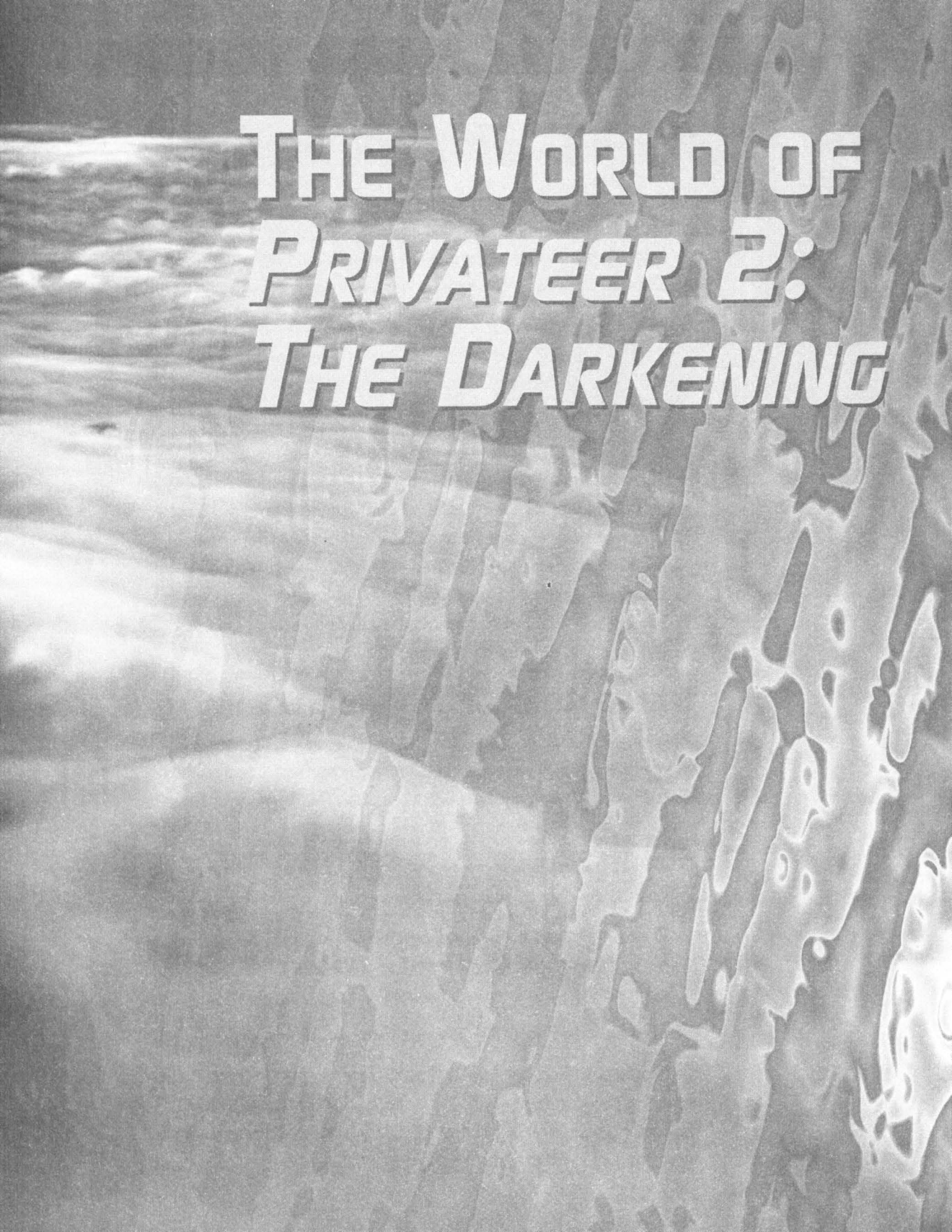
- **Main Plot Missions** (pp. 112-143)
- **Additional Missions** (pp. 144-269) with subcategories:
  - **Cinematic Mission Notes** (pp. 153-168)
  - **Bulletin Board Mission Notes** (pp. 169-260)
  - **SOS Mission Notes** (pp. 261-269)

There are also several tables in this chapter that will help you figure out what mission you are currently on and where it is described:

- **Main Plot Diary Entries/Outline** (p. 114) Lists all of the main plot diary entries in the game and the page numbers they are described on.
- **Additional Mission Index** (p. 145) lists all of the additional missions alphabetically by title.
- **Diary Entry Index** (p. 146) lists all of the diary entries for every mission in the game, along with the page numbers on which they are described.

Behind the Screens (pp. 272-283) contains interviews with several of the development team members about the creation process.




THE WORLD OF
PRIVATEER 2:
THE DARKENING



Friends and Enemies

By now, you've probably noticed that no matter where you go, ships are taking pot shots at you, littering your radar with red, "hostile" blips. Often, other ships turn up (green blips on the radar and attack these "hostiles." The ships identified by green blips seem oblivious to you, and you may find it hard to keep out of the way of their "friendly" fire.

What's going on here? Who exactly *are* the bad guys — or the good guys for that matter — and where do you fit into the picture?

The following chart illustrates, in brief, just how hostile the different groups in the Tri-System world are toward each other and you. (You, of course, can be as hostile as you want to whomever you like.) More extensive descriptions of each group — Chirichan, Jincilla, Kiowan, Papogod, Kindred, CIS and Neutral — follow. You can also look up the pirate groups in the Public Records system of the game. (You won't get access to the Kindred records until you speak to Hassan in the main plot of the game.)

Who's Against Whom Chart

The chart on the facing page rates the relative aggressiveness/friendliness of groups listed in the first column toward groups listed on the top row.

- Negative numbers rank aggressiveness on a scale of -1 to -15, with -1 being "mildly aggressive" and -15 being "always out to completely destroy members of this group."
- Positive numbers rank friendliness on a scale of 1 to 15, with 1 being "likely to smile and wave" and 15 being "will always come to the assistance of members of this group."
- Zero indicates neutrality towards members of this group.

For example, to find out how CIS pilots react to Jincilla pirates, go down the rows on the left to "CIS" and then read across to the "Jincilla" column. You'll find that the CIS pilots have an aggressiveness rating of -6 toward the Jincilla.

WHO'S AGAINST WHOM								
	NON-HOSTILE			HOSTILE				
	YOU	NEUTRAL	CIS	KINDRED	JINCILLA	KIOWAN	CHIRICHAN	PAPOGOD
NEUTRAL	0	0	0	0	0	0	0	0
CIS	0	10	15	-15	-6	-8	-10	-12
KINDRED	-15	0	-12	15	-8	-5	5	10
JINCILLA	-5	-6	-10	-2	15	0	-5	-10
KIOWAN	-7	-7	-10	0	0	15	-5	-10
CHIRICHAN	-7	-7	-10	5	-5	-10	15	0
PAPOGOD	-7	-7	-10	10	-5	-10	0	15

Non-Hostile Groups

CIS (CENTRAL INTELLIGENCE SERVICES)

The CIS is the military/police force charged with maintaining order in the Tri-System, both on- and off-planet. However, it has recently come under much criticism and become the butt of many jokes, because of suspected corruption and collusion with the Kindred.

CIS ships are identified on your radar by green dots.

As Tri-System trade has grown and colonies on far-flung moons and stations have multiplied, the CIS has found its forces spread increasingly thin — evidenced by its frequent requests for mercenary assistance. With four active pirate clans, the ultra-secretive Kindred, constant policing of civil wars on Anhur and Karatikus, and general space-traffic control, the CIS is falling behind. This is partly due to a shrinking budget, but probably also related to simple growth — as the organization becomes larger, it becomes increasingly difficult for upper-level officials to police and direct all agents.

NEUTRALS

Tri-system space is filled with merchant vessels, civilian transports and other vessels that conduct the business of everyday life. None of these ships will attack you unless you provoke them, and if you answer their distress calls, they can be grateful and quite generous.

Neutral ships (including your wingmen and cargo ships) are identified on your radar by blue dots.

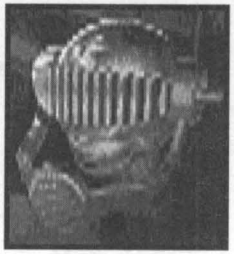
Hostile Groups

Unregistered vessels are identified on your radar by red dots.

Several pirate clans prey upon law-abiding traders in the Tri-System area. Assume that any unregistered vessel is hostile, and probably belongs to one of the four known groups of pirates or an organized crime family known as the Kindred. Of all the hostile groups, you will run into pirates most frequently — the Kindred typically lie low, unless you have given them reason to seek you out. (For tactics on dealing with these groups, see **Enemy Fighters**, p. 94.)

IMPORTANT NOTE: The CIS offers bounties for killing hostile ships. Bounties range from 50 to 500 credits (depending on the size and type of ship) and are deposited into your account as each hostile is destroyed. Exact bounties are given in Ship Stats and Default Loadouts, p. 43.

CHIRICHAN



The Chirichan are a remnant band of cyborgs who gained their independence in a bloody revolt decades ago. Fed up with the demeaning and dangerous working conditions imposed on them by humanoids, cyborg populations on several older planets and mining camps joined together in rebellion. Tens of thousands were destroyed on both sides in the conflict. The remaining cyborgs banded together and eventually relocated to Draknor space station at Nav 153.

The Chirichan generally keep to themselves — they do their own plundering and avoid calling on human mercenaries. They have no real political ambitions, save perhaps a general, vengeful desire to eradicate the human race, which tends to steer them toward smuggling weapons and highly addictive, coma-inducing drugs.

KIOWAN



Although these guys are lightweight career criminals who specialize in computer hacking and fraud, do not underestimate them. They are not above preying on civilian and military transports, and they are particularly attracted to weapons shipments. They tend to arm their own ships with state-of-the-art technology. They also run out of resources every so often and have been known to use the mercenary mailing list in a pinch. They are extremely suspicious of the Papogod, whom they suspect to be in alliance with the Kindred.

JINCILLA



This clan is mostly humanoid, a group of post-New Age raiders that veered permanently to the left. Environmentalism and animal rights are on their political agenda, and they are attracted to shipments of laboratory animals, lumber, hazardous chemicals, artificial body parts and so forth. They prefer to emphasize the political goals of their actions and generally do not do things for the money. However, dissension doesn't pay well, and the need for money will occasionally drive them to double-dealing and even hit jobs. Rumor depicts them as the least-threatening clan, although Jincilla Skull ships are tough enough to beat.

PAPOGOD



Little is known about this clan, but it is reputedly the most dangerous in Tri-System space. Papogods tend to travel in large groups and prey on military vessels and convoys. They are reported to have strong links to the Kindred.

KINDRED

Outside of CIS offices, not much is known about the Kindred. Although Kindred operatives have been caught and prosecuted in recent years, the structure of the organization appears to successfully conceal the identity, whereabouts and enterprise of clan leaders from the "lower ranks" who carry out smuggling, mercenary and laundering activities. The Kindred are known to use civilian convoys to mask their identity and operations, and it is believed they have influence with some of the pirate clans, particularly the Papogods.



It is rumored that the Kindred have successfully bribed and bullied many government officials and CIS operatives into silence. This decade's significant increase in assassinations among planet leaders — most of which have been attributed to the Kindred — indicates at least their *desire* to gain influence over governmental process and their willingness to kill anyone who will not play along. And, although Kindred-related crime has risen throughout the decade, the arrest and conviction of Kindred operatives has inexplicably fallen.

Systems and Planets

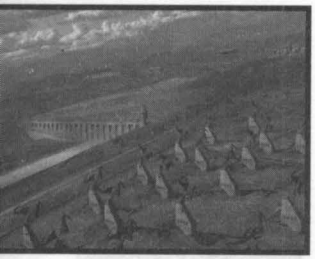
The histories of the three systems that make up Tri-System space — Irrulan, Isaac and Hom — have long been intertwined. Although separate systems, they are all within a few local jumps of each other, and the cultures and inhabitants of all three have been connected ever since travel outside local planetary space became possible.

A century ago, the development of jump gate technology made long-distance travel between systems feasible. However, jump gate construction was prohibitively expensive, and the Tri-System government could not set aside the needed funds. As piracy along conventional nav routes increased, so did public clamor for system jumps.

Irrulan System

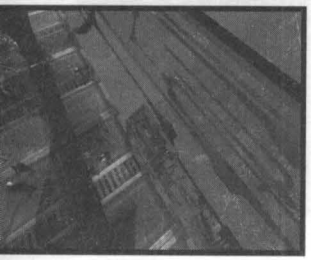
The Irrulan System is somewhat twofold in nature. On one hand, it contains the overcrowded, overdeveloped, thoroughly urban Hermes. On the other are the peaceful backwater populations of Bex and Destinas and a number of small, barely populated planets, valued only for their isolation or mineral resources.

BEX (NAV 2)



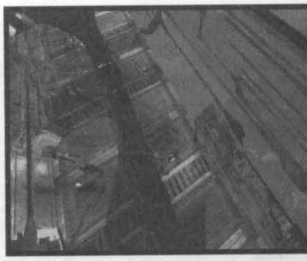
Largest of the primarily agricultural planets, Bex has become galactically famous for Bex beer, which is its chief manufactured export, and for the laid-back religion that reveres this beer — the Church of Hom. Bex's suitability for agriculture and its early settlement by Humanists from Anhur have kept it largely rural and a bit behind the times, despite its proximity to Hephaestus.

CORINTHIAS (NAV 91)



This small planet has little to offer besides Iridium and Cerulean gemstone ores. Almost all of its small population mines or refines those ores, or provides support services to those who do.

DESOLIA (NAV 103)



As desolate as its name suggests, Desolia is completely unable to support photosynthetic plant life and lacks valuable mineral resources. Intrinsically worthless, it has become a manufacturer's dream. Industries unwanted anywhere else in the Tri-System have relocated here, where they prosper unhindered by environmental or aesthetic restrictions.

DESTINAS (NAV 98)



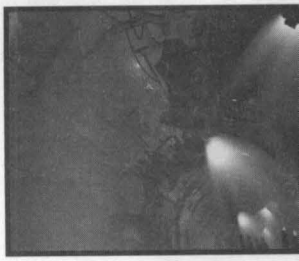
Blessed with abundant natural resources, Destinas is a leading producer of timber, related forest products and livestock. Early attempts at manufacturing proved disastrous, and a retaliatory conservationist wave struck the planet, effectively returning Destinas to the forestry and husbandry it knows best. Destinas makes up for the higher profits it could make off of manufactured goods by enforcing strict poaching laws to ensure that the most valuable resources (such as wild game) can only be enjoyed on-planet.

HEPHAESTUS (NAV 1)



One of the oldest settlements in the Tri-System, the population of Hephaestus has long been too large to be comfortably supported by a planet of its size. Still, as a locus of wealth, power and technology, it continues to draw immigrants. One must be very wealthy in order to buy enough space to live comfortably on Hephaestus, and only a lucky few achieve this. Many thousands more dream of it, and suffer interminable living conditions with the hope that one day, they too might make it big.

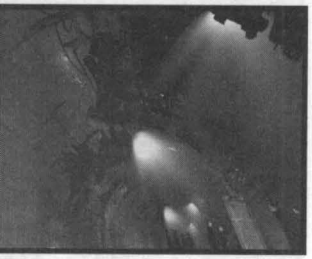
OSTINIA (NAV 106)



The mineral riches of Ostinia have brought increased piracy to areas around it. CIS outposts now patrol this planet's local space regularly in an effort to reduce attacks.

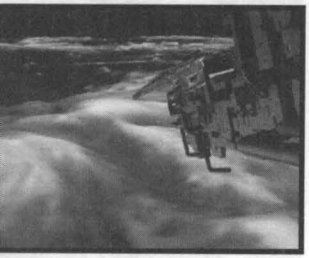
Isaac System

Isaac is a problematic system, acting as a center for the Tri-System elite and a convenient drop-site for its least desirable. Both the Tri-System government and CIS are based here.



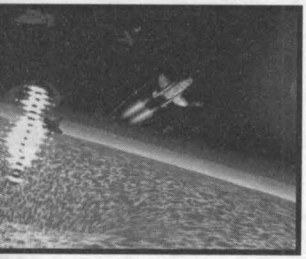
ATHOS (NAV 120)

Athos is one of the more prosperous smaller worlds. First prized solely for its mineral wealth, it has succeeded in diversifying its economy to include both manufacturing and indoor agriculture. Even though it is on the outer edge of Tri-System space, it maintains a stable, mid-size population.



HADES (NAV 6)

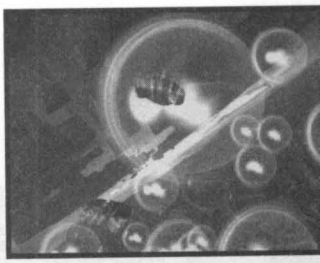
Hades is cold, dark and isolated. Most of its 500+ million inhabitants remain on the planet against their will. For centuries, the planet was used solely as a military base. However, as populations boomed on other planets, the "not in my backyard" sentiment relocated more and more prison colonies to this desolate outpost. With the prisoners came the CIS, and eventually, CIS business headquarters. Currently, most high-ranking CIS officials flatly refuse to live there, viewing Hades as a proving ground for the young, the inexperienced and the fanatically obsessed.



JANUS IV (NAV 3)

This tiny planet is arguably the most powerful in the entire Tri-System. It serves as the seat of Tri-System government and is a second home to the wealthiest and most influential politicians, businessmen and vid-flix stars. Astronomical rent has kept Janus IV inaccessible to most, and thus it remains a holocard-perfect resort planet, breathtaking in its beauty.

KARATIKUS (NAV 0)

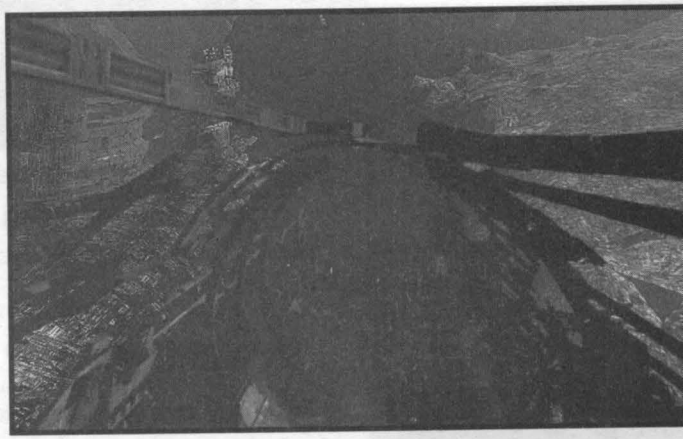


Karatikus was one of the first planets to be terraformed as a potential colony for Hephaestus. Lack of practical experience with the procedure produced unlooked-for results — the most tragic of these was a short-lived radioactive isotope that genetically mutated the first Karatikan colonists. Decades later, Karatikus was declared safe for mass colonization, and new arrivals quickly outnumbered the original mutant settlers. Now a persecuted minority, the first Karatikans have recently taken up arms (no pun intended) in protest of their unequal treatment. Sporadic guerrilla warfare between Karatikan rebels and the CIS continues to this day.

LEVIATHA (NAV 116)

Beautiful Leviatha is covered almost completely by fresh water. Its small population lives on what little land mass exists, or in specially designed, floating laboratories.

MASSANAS (NAV 109)



Massanas thrives because of its location. When the first speculator founded the Lucky Strike Casino and Hotel, millions flocked there to escape the depressing chill of Hades and the oppressive perfection of Janus IV. Within a few years, Massanas was established as the playground of Isaac. As testament to the paradoxical existence of the Tri-System Black Market, it is perfectly legal to sell, distribute and partake of goods of any type, but smuggling them on- or off-planet is completely forbidden.

Hom System

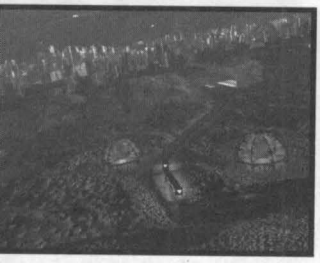
Both the oldest and youngest civilizations of the Tri-System are located in Hom. It is home base for more than its fair share of mercenaries and pilots, and therefore boasts a lower incidence of piracy than its two sister systems.

ANHUR (NAV 7)



Anhur is the oldest inhabited planet in the Tri-System. Its population remains deeply divided between the Original Humanists, who oppose all technological advances of the last millennia, and the Pro-Technologists, who embrace these same advances. Because of Anhur's Original Humanist influence, many ruins and artifacts of the Tri-System past remain in use there today.

CRIUS (NAV 4)



Crius became the medical center of the Tri-System quite by accident. Early settlers were first drawn by the beautiful Crian alpine landscape. However, these glacial mountains harbored unseen peril — hardy bacteria not found anywhere else in the Tri-System. In order to make the planet habitable, considerable time, effort and research were devoted to conquering these intractable germs. In the process, research labs, medical universities and hospital complexes came to dominate the planet.

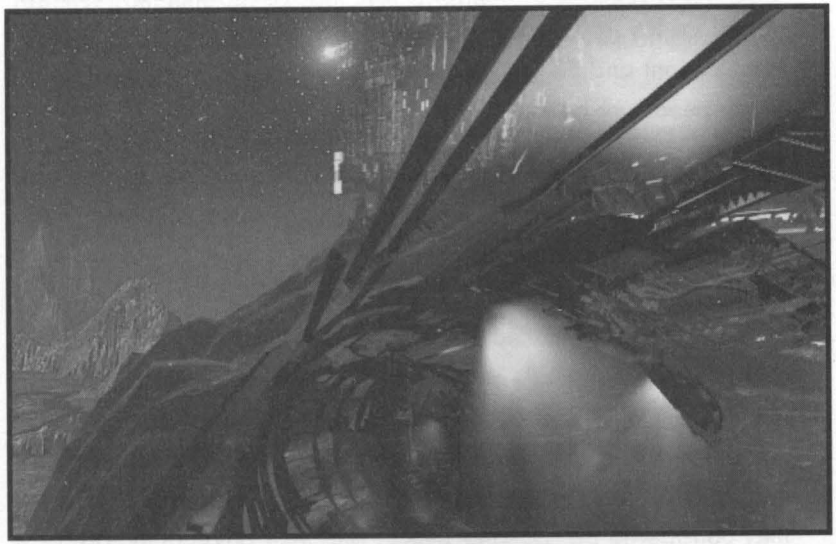
HERMES (NAV 5)



Citizens of Hermes answer to no creature. The planet is renowned for its bars and its seedy, run-down dives — home to the sort of lower high life popular with mercenaries, artists and entrepreneurs. Everyone you meet there has his, her or its eye on the shortcut, the quick buck and the easy living. Opportunities abound in this back room — trust no one, but give everyone your ear.

PETRA (NAV 95)

Petra is little more than a large asteroid. However, the high-grade mineral deposits located just beneath its meager crust have attracted a population of just over one million, with most working in mining and support industries.



SERCA (NAV 93)

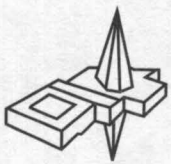
Serca is the most recently colonized planetoid in the Tri-System. Not much is located on the planet now, but many believe its mineral resources will outlast those of other mining planets, making it the powerhouse of the near future.

TERREL (NAV 122)

A decade-long agricultural shortage due to various climatic catastrophes on Bex led to Terrel's being officially zoned as an agricultural planet. As a result, it has remained relatively undeveloped. Rodenta Kaldone, popularly marketed as "Fluffy Rodents," are native to this planet.

Space Stations

In addition to numerous planets, a number of man-made stations dot Tri-System space. Space stations are named according to the following convention — an abbreviation indicating the type of station is followed by a colon and then the station's name. Standard abbreviations are **RS** (repair station), **CS** (commodities station), **ES** (equipment station) and **SS** (super station — commodity, equipment and repair needs are all taken care of here).



Repair Stations

RS: BESTINIUM (NAV 88)

Bestinium, otherwise known as "Hole in the Wall," is widely known for its lousy food, polluted air supply, poorly maintained facilities and possibly dangerous employees. Nonetheless, it has a loyal customer base which swears that decent, efficient repair service — combined with a decidedly interesting stay — is worth return visits. People claim that the station personnel's verbal abuse of anyone they consider to be "barking stupid" and their physical threats against all "obnoxious whining gits" cleanses the soul. Oddly enough, Bestinium has earned itself the reputation of being a center of creativity, and a growing number of itinerant poets, musicians and tarot card readers can usually be found there.

RS: CRAXATH (NAV 86)

For people who are offended by the smells and disorder common to repair stations, Craxath offers an alternative. Almost entirely devoid of people, this station relies on computer analysis and robot repair droids. There are no calendars sponsored by popular manufacturers with seductive women draped over the latest afterburners, nor do they give away stickers advertising their custom paint jobs. In fact, although there are neatly maintained sleep facilities, most people tend to remain on their ships during the repair process. It's cheaper, and the station's arid atmosphere tends to be uncomfortable.

RS: FELOS (NAV 77)

Manned almost entirely by retired marketing and sales people, Felos Repair Station offers knowledgeable help from the people who've sold the product line you're traveling in — or the brand of weapon with which you were shot. Felos is popular for all kinds of repairs, from tune-ups to complete overhauls. Customers are usually greeted in the landing bay, where they receive drinks of their choice and coupons for free meals at any on-base restaurant.

The only complaint registered with the Felos Business Bureau is that ship repairs are completed late and at a higher cost than anticipated. The usual excuse is that this is due to "parts slippage."

RS: KALDON (NAV 82)

The employees of this family owned station have a reputation for honest appraisals and competent work — provided neither the ship nor any of its parts were designed or manufactured on Destinas. It is (and has been) their opinion that Destinas creates substandard products and that it would be a "crumblin' waste of time, solder and prayers" to work on them. This was at first a radical position to espouse, since Destinas used to be the industrial monarch of ship components. The Kaldon family must have turned away 98% of their potential customer base. Over time, however, they were proven correct. Destinas industries tottered dangerously before shifting to forestry and grazing, and Kaldon's reputation for quality soared.





Equipment Stations

ES: CORSAS (NAV 94)

Some people may have qualms about buying Corsas equipment. As a station that specializes in the resale of salvaged items, a practical objection is that there is no guarantee on the quality of the goods. It might not hurt a shield generator to have drifted frozen in space for an unknown period of time, but then again, it might. Other people are also swayed by the "jinx" superstition of goods stripped from dead ships. Morally, of course, some customers prefer not to frequent an establishment that may be financing pirate endeavors — such encouragement might result in a flourishing, and dangerous, pirate population. Although the base was clearly established as a result of criminal activity, ask anyone who works there and they'll stress loudly that they've been "above board" for decades. Travel pamphlets, however, urge you not to ask about the equipment history too loudly.

ES: FERIX (NAV 125)

While in pre-docking orbit, you may notice that the humble station of Ferix vaguely resembles a hat of gigantic proportions. This station has undergone more transformation than a plastic surgeon's mistress. It was originally designed to be a trendy weekend resort over Hades, packed with fun-filled restaurants, quaint little clothing shops and slightly dangerous amusements. This venture failed.

Next, the station was purchased by an entrepreneur who intended to rent it out near Leviatha for top-secret research projects. Under this management, the station was shot at for four months and promptly failed again. For a brief period of time, it was leased to a charity organization devoted to detoxing former Uncles of the Church of Hom, but that didn't last long either. (However, they're still shaking out the beer nuts.)

Eleven years ago, the station was purchased (dirt cheap) by Ser Qwell Ferix and towed far enough away from Leviatha to escape their tax sphere. After much remodeling, it now is considered an adequate equipment station, with luxurious personal facilities, great security and a hidden still on every floor.

ES: SARAMA (NAV 132)

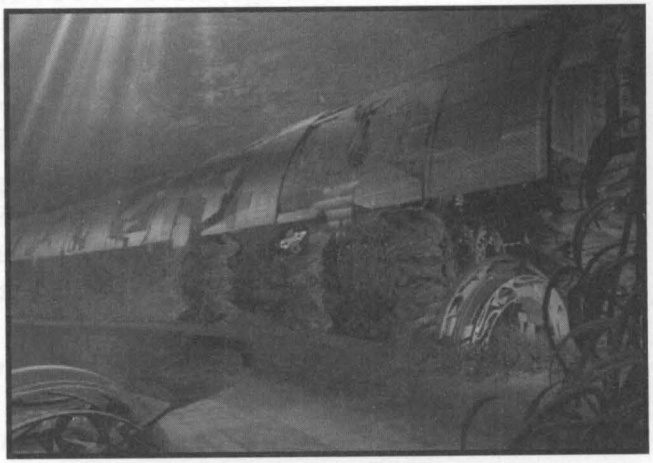
Sarama is a not-for-profit station that prides itself on being the only ethical equipment retailer in the Tri-System. The parts they sell are guaranteed to have been built only by happy and empowered co-owners, using natural materials and traditional processes. All devices they receive as trade-ins are put through a Grade-A recycling system (no space venting) and are certified to be free of radioactive and electro-chemical emissions. On-base food is notoriously expensive, but is advertised with such signs as "Grown with Real Sunshine" and "Better Health Through Less Flavor."

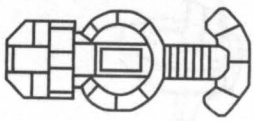
It is possible to buy a "membership" card, but benefits are uncertain and members are expected to crate their own purchases.

ES: STANTON (NAV 129)

Their motto, "If we have it, you can buy it here," is famous throughout the Tri-System. Starting out as a Mom and Pop business on Desolia, it didn't take the Stanton family long to figure out that they'd do a brisker business off-planet. They left Desolia in their rear camera view, and over time have built a thriving business.

Time has only improved their reputation. They employ knowledgeable assistants who are notoriously soft on women who cry at the Complaints Counter. Friendly and helpful, their only flaws are their tendencies to take long lunch breaks, talk on the vid-phone, start marathon diary entries or run off and get married while they are supposed to be filling your order. Patience is a valuable asset in their customers.





Commodities Stations

CS: DEXROS (NAV 155)

Quality goods and reasonable prices are Dexros' goals, and by and large, it accomplishes its objectives. However, most people's first impression of Dexros itself is one of confusion. The station was designed on the premise that the longer people stay on base, the more money they spend. That has not actually proven to be true. However, major renovation of the station's architecture is not considered cost efficient.

As it stands, some of the corridors in Dexros look longer than they actually are, and many end in unexpected cul-de-sacs. Rooms are built at odd angles to each other, floors are laid out in identical patterns (so as to disorient wanderers) and color schemes change abruptly as you turn the corner (ranging from vibrant hues to subdued beiges). The overall effect is manic and disconcerting, to say the least. Be sure to print out a color-coded floor map at any information kiosk before heading off to find a restroom.

CS: LIRONAS (NAV 133)

Lironas is considered both the safest and most dangerous station in the Tri-System. This paradox is due to the fact that Lironas has the largest assassin population of any known "city." Depending on your business at the station, you are either completely safe or a sitting duck.

Two decades ago, Lironas suffered from an outrageously narrow margin of living for its inhabitants. This was primarily due to ongoing price wars designed to keep the intersystemic economy stable, but was further aggravated by an unusually high cost of living. In those days, getting off your ship was hazardous to your health, but staying on board meant risking having your externals stripped. Trade dropped to a deadly trickle, whereupon the Lironas Board of Commerce hired laser-armed assassins to find and eliminate threats to customer security — preferably before any damage was done. The assassins have been scrupulously successful, and business has regenerated and prospered. And the station's second largest industry is now the sale of souvenir jackets emblazoned with the Death Squad motto: "Lironas Justice — Regular or Extra Crispy?"

CS: PLETIRAT (NAV 142)

One of the youngest and fastest-growing space stations in the Tri-System, Pletirat is proud to claim that other commodities stations must hold weekly meetings to discuss how to win their customers back. Its success is generally attributed to the Pletirat CEO, Ser Banyr Breyen, who says that he encourages his staff to "Plan, Communicate and Empower proactively to buy the Best Commodities Direct from the Source™, whereupon they should utilize teamwork for Expeditious Mobility."

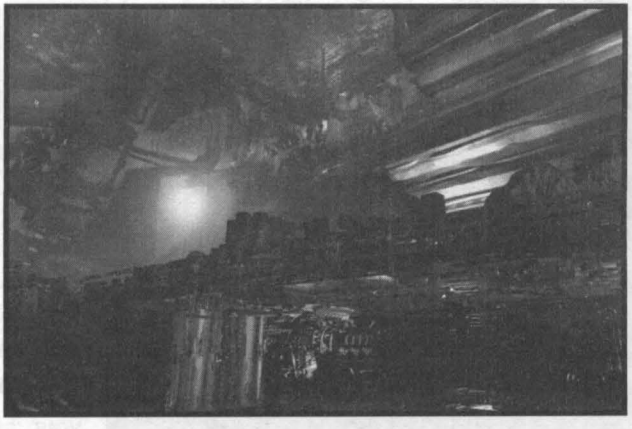
"Quality" says Ser Breyen, "is our corporate statement."

Pletirat employees are generally considered the best in the business, recognizable by the early hours they keep and the rugby shirts (in true Pletirat colors) they wear.

CS: REVA (NAV 136)

There are two remarkable facets to the overall culture of Reva station. First, there is its business sense, which is ruthlessly exact and uncompromisingly straightforward, with no room for negotiation. Revans pride themselves on having everything that a ship owner could need, without insulting their customers' intelligence with such things as brand-name competition, bulk discounts or fashion colors.

And then, there are the three-tailed rats. Any Revan employee is more than happy to tell you that there are nearly a million rodents living on the station — the largest known colony in space — and that they eat only intra-structural vermin, biological refuse and handouts. But don't misunderstand — the Revans *love* these rats. Advice on extermination is met with quizzical stares and an invitation to the annual Revan Rat Romp, complete with Alexander's Rat Time Band, dancing, rat adoption seminars and clip-on rat teeth.





Super Stations

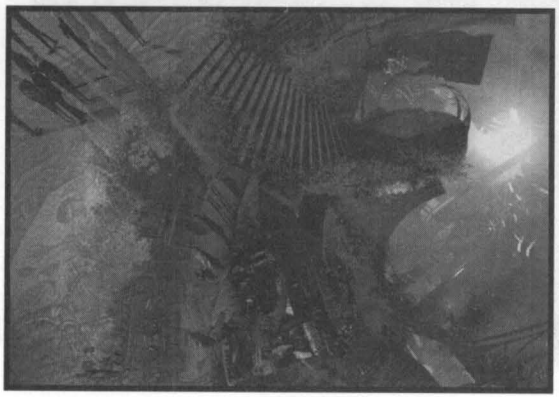
SS: CURIUM (NAV 150)

It is unusual for a spaceport to have an atmosphere of pragmatic patience, but Curium personnel seem able to float above the chaos of a super station, oblivious to the usual adrenaline-drenched panic. Weekly station news bulletins may have the latest on equipment availability, prices and economic trends, but the headline news covers more mundane topics, such as in-depth articles on the re-carpeting of Level 9 or a viewer comm-in forum on plans for a new station logo.

One event that personnel still talk about is a pirate attack on a commodity convoy that occurred nearby over 20 years ago. Apparently, anyone with a tractor beam could haul in all the salvage he or she could carry — in this case, flower seeds and black market livestock. This cargo combination is a subject Curios seem to find endlessly fascinating. (Whatever you do, don't get them started on the story about bloodthirsty cows.)

SS: TERSA (NAV 147)

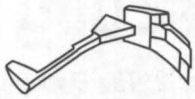
A victim of unfortunate reputation, Tersa has been viewed as a "hostile port" ever since an insane gunnery crackshot broke into a defense turret and fired for eight consecutive hours on all incoming vessels. Base security was eventually able to break into the turret — killing the gunner in the process — but the damage was done. Five incoming ships were destroyed with all hands onboard, thus earning Tersa the nickname of "Customer Killer."



In truth, however, Tersa is a higher-end port capable of meeting all of a discerning entrepreneur's needs. A wide variety of commodities are available, ships are efficiently and expertly repaired, and station hangars are usually stocked with the latest models. Despite its tarnished history, Tersa is a safe port, and well worth including in your itinerary.

Pirate Bases

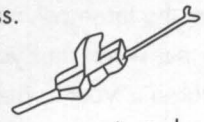
KASTAGAN (KIOWAN, NAV 151)



Draknor is unusual in that it was specifically designed as a safe haven for illegal activities. The corridors are wide and well-lit, the walls in public access areas are made of nearly transparent, impact-absorbing blocks, and color schemes are calm and relaxing. Bins placed throughout the station contain foam balls, plastiform and Springies™ to amuse and pacify guests. The technology is awe-inspiring — biogenetically engineered furniture, hands-free computer interfacing and mind-massage booths. For a station where the most dangerous elements in the system regularly congregate, the occurrence of violent outbursts inside the station are extraordinarily rare.

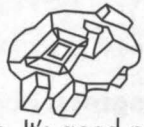
If you can get there without getting blown to bits, then Kastagan is by all accounts a pleasant place to do business.

DRAKNOR (CHIRICHAN, NAV 153)



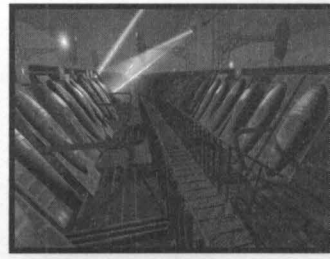
It was inevitable, really, that Draknor would become a pirate base. It had always been a linchpin jump point on the Erie Charnel Trail, until plans for the Jump Gate bypass got underway, shifting merchant routes and leaving Kastagan to molder into dust. But what was bad for business proved fortuitous for the Chirichans, who had been wandering about homeless for decades. The abandoned station was a dream come true, and they have been doing a thriving business there ever since.

Kappa Labs (Nav 139)



Kappa is a good news, bad news kind of place. It's good news if you are an eager entrepreneur looking for a scientist who'll do anything for money. It's bad news if you *are* that scientist.

What supplies you get here are either second-rate or come with "an understanding" that you'll do what you promise — on schedule. Failure means demotion, and death is the only thing lower than where you already are. This illegal, underground operation exudes remorseless greed and desperation. The very walls seem organic and diseased, and no records have been found that document its original construction.



There is no booth on Kappa Labs. You can't get commodities, equipment or repairs there.

Difficulty Levels

Privateer 2: The Darkening has 12 levels of difficulty that determine how hard enemy pilots are to beat. As you progress through the game, the number, flight skills and weapon fire rates of your adversaries increase. The game's level of difficulty is determined by your rating in three different categories:

- Your number of kills
- Your net worth (including ship and equipment)
- Your progress in the main plot

Determining Your Difficulty Level

To figure out what difficulty level you are currently playing on, look down the three columns on the left and find your *number of kills*, your *net worth* and your *plot progress*. The highest difficulty level of the three is your current difficulty level.

Number of Kills. To find out how many kills you have, open your PAD and click on the left button to open the *Status Diary* page. Look for the **NUMBER OF KILLS** box on the right.

Net Worth. Your net worth is the number of credits you have when you add in how much your ship, equipment and cargo are worth. To find out your total credit amount, go to the *Status Diary* page of your PAD Look down the list in the **CREDITS** box for the amount next to **TOTAL**.

Plot Progress. Flags are set at eight different points in the main plot to keep track of your progress. You trigger these flags when you see the cinematic involving the people or places listed in the plot progress column.

Difficulty Level. These are the 12 game difficulty levels that correspond to different number of kill, net worth and plot progress values.

Number of Kills	Net Worth	Plot Progress	Difficulty Level
0	<25,000	Opening sequence	1
1–19	25,000	Dr. Loomis	2
20–59	37,500	Hal Taffin	3
60–119	50,000	Angus Santana	4
120–239	62,500	Shernikov[1]	5
240–399	75,000	Jan Mitorr	6
400–649	87,500	Kappa Labs	7
650–899	100,000	David Hassan[1]	8
900–1399	112,500	Hugo Carmichael	9
1400–2099	125,000		10
2100–2999	137,500		11
3000+	150,000+		12

[1]First visit

EXAMPLE: You have 123 kills, a net worth of 38,000 and you've just been to see Dr. Loomis. Your difficulty ratings are: number of kills — 4, net worth — 2 and plot progress — 1. The highest of these numbers is 4, so your overall difficulty rating is 4.

Because your difficulty level is sometimes based on credits, it is possible to go down a few difficulty levels if you lose a lot of money.

What This Difficulty Level Means

The difficulty level of the game determines how hard random and mission encounters are by determining how well enemies perform. The higher the difficulty level, the harder your enemies are to beat. Specifically, the difficulty level of the game adjusts the following criteria, according to the chart on the facing page:

Difficulty Level. Difficulty level from the chart on the previous page.

Gun Rate. Sets the rate at which enemies fire their guns. The higher this number, the faster they fire.

Missile Rate. Sets the rate at which enemies fire missiles. The higher the number, the more often they fire. If the value in this column is 0, enemies do not fire missiles at all.

Ship Trigger. If the number of hostiles in a random encounter falls below the number listed, then more ships are created. The new ships aren't necessarily hostiles — they can be CIS or neutrals — they are created according to the chart under **Random Encounters**, p. 32.

Note: *This value affects the number of ships present in random encounters. It has no effect on the number of ships in a particular mission.*

Turn rate. Modifies the normal turn rates for ships — 100% means the ship is maneuvering at its full turn rate; 70% restricts it to 7/10 of its normal turn rate, etc.

For this game, the creation of ships is tied to the difficulty level in this way because you can't jump if hostiles are present at a waypoint. The greater the minimum number of hostiles present is, the more often the ship mechanism is triggered, and new, potentially hostile ships are created more quickly. You have to kill these additional ships before you can jump and before new hostiles which would prevent you from jumping are created. It's something of a Catch-22, unless you can kill ships fast enough to beat the ship creation routine.

Difficulty Level	Gun Rate	Missile Rate	Ship Trigger	Turn Rate
1	2	0	2	70%
2	4	0	3	80%
3	6	1	4	90%
4	7	2	4	100%
5	8	3	5	100%
6	9	4	5	100%
7	10	5	5	100%
8	10	6	6	100%
9	10	7	6	100%
10	10	8	6	100%
11	10	9	6	100%
12	10	10	6	100%

ADDITIONAL DIFFICULTY LEVEL LIMITATIONS

There are three pirate ships which do not appear in random encounters until you reach a particular skill level. (This does not affect the ships you will see in mission encounters.) The Jincilla Skull will not appear in random encounters until Level 8, and the Papogod Ecantona and Ashearer won't appear before level 4.

Also, all ships are restricted as to what weapons and modules they use based on your current difficulty level. As your difficulty level increases, the number and types of equipment your enemies use also increases. The difficulty levels at which different pieces of equipment become available is listed for each ship under **Ship Stats and Default Loadouts**, p. 43.

Random Encounters

Whenever you travel between two points in the universe of *Privateer 2: The Darkening*, you run the risk of being attacked in a random encounter. (The only exceptions to this rule are specific missions in which random encounters are suppressed.) How likely you are to encounter hostiles depends on where you are.

To determine which nav points are along the route from your starting point to your destination, see the pull-out schematic map.

Nav Point. All of the nav points in the Tri-System — including those marking planets and space stations — have been given a number between 0 and 225.

Chance Ships Will Appear. The numbers in these columns indicate the percent chance ships from each group will appear at this nav point. The higher the number in a column, the more likely it is that ships of that group are to be created at this nav point.

The groups are abbreviated as follows:

NU	Neutrals	**KW**	Kiowa
CIS	CIS	**CH**	Chirichan
KN	Kindred	**PG**	Papogod
JN	Jincilla		

SOS. Lists the percent chance that you will receive an SOS mission (if your SOS receiver is on) at each nav point.

How this works: When the number of hostiles at your nav point drops below the ship trigger number for your difficulty level (these are listed in the Ship Trigger column of the chart on p. 31), the game triggers a routine that determines whether or not new ships are created for each group according to the probabilities in the chart on the next three pages. If ships are generated for a particular group, the program randomly chooses one or two of their fighters and/or shuttles. (For example, if Jincilla ships are being created, the program randomly chooses one or two Skulls, Veldors, Tacons or Jincilla Shuttles.) New ships are created until the number of ships is back up to the minimum required by your current difficulty level.

Chance Ships Will Appear

Nav	NU	CIS	KN	JN	KW	CH	PG	SOS
0	5	30	1	1	1	10	9	1
1	40	20	1	1	1	6	6	5
2	30	20	1	1	1	3	1	1
3	10	25	1	4	1	10	26	1
4	50	20	1	1	3	1	1	1
5	30	20	1	2	8	2	2	5
6	40	95	1	5	1	1	1	1
7	20	40	1	6	10	1	1	15
8	30	2	1	5	5	10	5	8
9	25	5	1	1	1	3	1	2
10	40	6	1	1	33	1	1	1
11	20	3	1	1	5	1	1	3
12	20	3	1	1	25	1	1	3
13	20	15	5	3	10	2	1	1
14	20	20	1	1	3	1	1	2
15	20	20	1	1	4	1	1	1
16	30	4	1	4	10	4	4	5
17	30	4	1	4	10	4	4	5
18	35	25	1	1	3	1	1	1
19	2	20	1	3	1	1	10	8
20	5	10	1	2	1	9	8	7
21	3	8	1	2	1	8	10	18
22	8	13	1	2	1	7	4	6
23	10	10	1	3	1	10	9	9
24	2	30	1	3	1	8	10	1
25	8	55	1	3	1	1	1	2
26	30	10	1	2	2	2	8	3
27	30	10	1	2	2	2	8	2
28	2	50	1	1	1	1	3	2
29	20	4	1	4	4	4	10	8
30	15	2	1	4	4	4	10	15
31	40	4	1	2	2	5	6	5
32	40	6	1	2	2	5	10	4
33	25	6	1	1	1	4	1	2
34	15	2	1	2	2	8	2	6
35	10	2	1	2	2	12	2	8
36	30	80	1	6	1	1	1	2
37	15	30	10	4	10	7	4	37

Chance Ships Will Appear

Nav	NU	CIS	KN	JN	KW	CH	PG	SOS
38	20	35	1	2	10	10	2	40
39	15	30	5	4	10	12	4	37
40	10	20	5	4	5	9	4	40
41	8	20	10	4	10	10	4	40
42	8	15	10	4	6	10	4	40
43	15	2	1	2	2	2	8	6
44	30	70	1	10	2	2	4	3
45	30	50	1	11	2	2	5	4
46	15	10	1	10	7	3	3	5
47	16	10	1	9	10	3	3	4
48	20	10	1	5	6	2	2	3
49	30	13	1	5	5	1	1	2
50	30	70	1	6	1	1	1	1
51	60	3	1	10	10	10	10	20
52	60	3	1	2	2	2	10	20
53	15	2	1	4	4	10	4	15
54	60	3	1	2	2	9	2	2
55	60	3	1	10	2	2	2	20
56	60	3	1	5	10	2	2	20
57	60	3	1	10	8	2	2	20
58	60	3	1	2	2	10	9	20
59	60	3	1	2	2	11	2	20
60	60	3	1	2	2	2	10	20
61	30	6	1	2	2	12	10	8
62	25	5	1	2	2	10	10	10
63	60	3	1	20	2	2	2	20
64	60	3	1	2	10	9	2	20
65	60	3	1	2	2	2	20	20
66	30	6	1	2	2	8	10	5
67	40	4	1	2	2	2	10	5
68	40	4	1	2	2	2	10	5
69	10	2	1	2	2	2	11	15
70	20	3	1	2	10	10	2	15
71	20	3	1	2	2	11	2	15
72	20	3	1	8	8	10	9	15
73	20	3	1	10	2	2	2	2
74	20	3	1	2	2	2	10	15
75	20	3	1	8	10	2	2	15

Chance Ships Will Appear								
Nav	NU	CIS	KN	JN	KW	CH	PG	SOS
76	30	10	1	6	2	2	8	1
77	60	20	1	2	2	10	4	5
78	30	15	1	2	2	10	4	2
79	35	15	1	2	2	2	10	40
80	30	30	3	2	2	2	10	15
81	10	2	1	2	2	11	2	8
82	60	20	1	1	1	10	8	5
83	20	15	1	1	1	6	3	2
84	20	15	1	1	1	1	6	2
85	8	20	2	2	2	2	10	20
86	50	20	1	2	2	2	10	5
87	30	3	1	2	2	2	10	15
88	50	20	1	10	2	2	2	5
89	40	10	1	11	2	2	2	8
90	30	3	1	12	8	1	1	15
91	80	60	10	2	2	2	11	5
92	50	40	11	2	2	2	11	10
93	40	20	1	1	1	1	10	5
94	20	10	1	1	1	10	1	6
95	35	30	1	1	1	1	7	4
96	25	15	1	1	1	1	12	6
97	30	10	1	1	1	1	10	6
98	25	20	1	1	1	2	4	2
99	35	20	1	2	2	10	11	8
100	20	8	1	2	2	9	10	14
101	20	2	1	2	2	6	10	6
102	20	2	1	2	2	6	10	6
103	25	20	1	1	1	4	2	2
104	40	20	1	1	1	5	3	10
105	40	20	1	1	1	5	5	10
106	25	20	1	1	1	1	4	2
107	30	3	1	2	1	2	10	15
108	30	3	1	1	1	8	10	15
109	25	20	1	1	1	2	4	2
110	30	5	1	10	2	2	11	8
111	30	70	1	6	1	1	3	1
112	30	70	1	6	1	1	1	1
113	35	20	1	1	10	1	1	2

Chance Ships Will Appear								
Nav	NU	CIS	KN	JN	KW	CH	PG	SOS
114	2	2	1	11	1	1	1	20
115	20	5	1	14	1	1	1	15
116	25	20	1	1	4	1	1	2
117	15	8	1	1	10	1	1	8
118	15	8	1	1	10	1	1	8
119	15	6	1	1	13	6	1	10
120	25	20	1	1	1	1	4	2
121	40	20	1	10	1	1	10	6
122	25	20	1	4	1	1	1	2
123	20	15	1	10	1	1	1	8
124	30	3	1	12	1	1	1	15
125	50	20	1	1	12	1	1	3
126	20	15	1	1	10	1	1	8
127	20	15	1	1	11	1	1	8
128	30	10	1	1	10	1	1	1
129	50	20	1	1	1	1	10	3
130	40	6	1	1	1	1	10	5
131	30	10	1	1	1	1	8	2
132	50	20	1	10	1	1	4	3
133	50	20	1	1	10	1	1	3
134	30	10	1	3	8	1	1	2
135	30	3	1	5	15	1	1	15
136	50	20	1	10	1	1	10	3
137	45	15	1	12	1	1	12	5
138	30	10	1	8	1	1	8	2
139	50	20	1	10	1	1	1	3
140	30	8	1	12	1	1	1	5
141	30	8	1	12	1	1	1	5
142	50	10	1	1	10	1	1	3
143	30	8	1	1	12	1	1	5
144	30	10	1	1	1	1	8	2
145	30	10	1	1	8	1	1	2
146	20	6	1	1	11	1	1	5
147	50	20	1	1	1	1	10	3
148	30	10	1	1	1	1	8	1
149	20	3	1	1	1	1	11	15
150	50	20	1	1	10	1	1	3
151	10	1	1	1	60	1	1	1

Chance Ships Will Appear								
Nav	NU	CIS	KN	JN	KW	CH	PG	SOS
152	30	25	10	1	10	1	1	20
153	10	1	1	1	1	60	1	1
154	30	25	10	1	1	10	1	20
155	50	20	1	1	1	1	10	3
156	40	15	1	1	1	1	12	5
157	40	15	1	1	1	1	12	2
158	15	2	1	1	1	8	1	6
159	15	2	1	1	1	8	1	6
160	30	15	1	1	1	12	1	5
161	15	10	1	11	12	10	10	5
162	15	10	1	9	9	1	1	5
163	15	10	1	10	9	1	1	5
164	15	10	1	9	12	1	1	5
165	30	3	1	11	10	1	1	15
166	30	3	1	10	10	1	1	15
167	25	3	1	10	6	1	1	12
168	30	50	1	10	6	1	1	4
169	20	3	1	1	1	1	15	15
170	20	3	1	1	1	1	15	15
171	45	30	1	3	4	2	1	2
172	35	20	1	5	8	8	4	5
173	15	30	10	10	3	9	3	37
174	10	10	1	8	3	10	3	40
175	30	3	1	1	10	11	1	15
176	30	2	1	2	2	10	2	18
177	30	10	1	1	1	1	5	5
178	25	5	1	1	1	1	10	10
179	25	5	1	4	1	1	10	10
180	30	25	10	2	13	2	2	30
181	30	25	10	2	13	2	2	30
182	30	25	10	2	9	2	2	30
183	25	20	10	2	11	2	2	25
184	20	20	1	2	9	2	2	20
185	40	30	1	1	1	5	1	6
186	40	25	1	1	1	10	1	10
187	30	3	1	10	5	1	1	15
188	30	3	1	11	6	1	1	15

Chance Ships Will Appear								
Nav	NU	CIS	KN	JN	KW	CH	PG	SOS
189	15	3	1	12	13	1	1	20
190	15	3	1	9	11	1	1	20
191	50	15	1	5	10	1	1	10
192	30	3	1	10	10	10	10	15
193	40	15	1	10	1	1	6	10
194	10	10	1	1	11	1	1	15
195	5	10	1	1	9	1	1	20
196	5	10	1	1	12	1	1	20
197	5	10	1	1	11	1	1	40
198	5	10	1	1	13	1	1	40
199	5	10	1	1	9	1	1	40
200	10	10	1	1	10	1	1	15
201	10	10	1	1	8	1	1	20
202	5	10	1	1	11	1	1	20
203	35	15	1	1	1	1	5	10
204	30	30	4	1	1	1	12	15
205	25	15	1	1	1	1	10	8
206	40	6	1	1	2	1	1	1
207	10	5	1	1	10	11	1	30
208	30	10	1	1	6	10	1	8
209	30	25	10	1	1	10	1	30
210	30	20	10	1	1	10	1	30
211	30	20	10	1	1	9	1	25
212	35	25	1	1	1	11	1	10
213	10	5	1	12	6	1	1	20
214	10	5	1	13	10	1	1	20
215	10	5	1	11	10	1	1	30
216	30	15	1	10	10	1	1	10
217	8	85	1	1	1	1	2	2
218	30	3	1	3	1	1	12	15
219	20	15	1	2	1	1	10	8
220	5	3	1	1	1	1	11	30
221	30	10	1	1	10	1	1	5
222	30	10	1	1	10	1	1	15
223	25	6	1	1	15	1	1	20
224	10	6	1	1	10	1	1	35
225	10	6	1	1	14	1	1	40

GENERAL CONCLUSIONS

- Anything with percentage of 1 will be extremely uncommon at that nav point.
- SOS calls are less common near planets and space stations, than they are at nav points in open space. (This makes sense if you think about it — if someone got into trouble near a planet, they would just land.)
- Random encounters with Kindred are rarer than encounters with other pirates. (Their percent chance of occurring is 1 more often than other groups.)
- You are almost guaranteed an encounter with CIS just off Hades (CIS modifier is 95). Hades is not a safe stop for Black Marketeers. Navs 36, 44, 50, 111, 112 and 217 are fairly risky, too.
- The route from Hermes to Crius (which includes Navs 15, 16, 17 and 18) is one of the safest in the game.
- Navs 151 and 153 offer the greatest chance of pirate encounters. This is not surprising, as Nav 151 is the Kiowan pirate base, Kastagan, and Nav 153 is the Chirichan base, Draknor. Nav points near these two bases are also dangerous.
- The Papogods are unusually interested in Janus IV (Nav 3).
- The Kiowans are unusually interested in Navs 10 and 12.
- The most dangerous System Jumps are 23↔63 and 62↔172

Using the Schematic Map

The schematic map on the poster doesn't try to show true distance or direction — its primary purpose is to indicate jump connections. You can jump between every pair of nav points connected by a straight line. (Only three of the lines on the map are not straight — 86↔208, 169↔170 and 145↔146.) In particular, note that crossed lines do not indicate intersecting jumps. For example, you can't jump directly from 148 to 203. The lines on the map cross, but the actual jump routes don't come anywhere close to each other.

Connecting system jump gates point to each other. They are labelled A-F (rather than 1A/B-6A/B, as they are labeled in the game) to avoid confusion with the other numbers on the map.

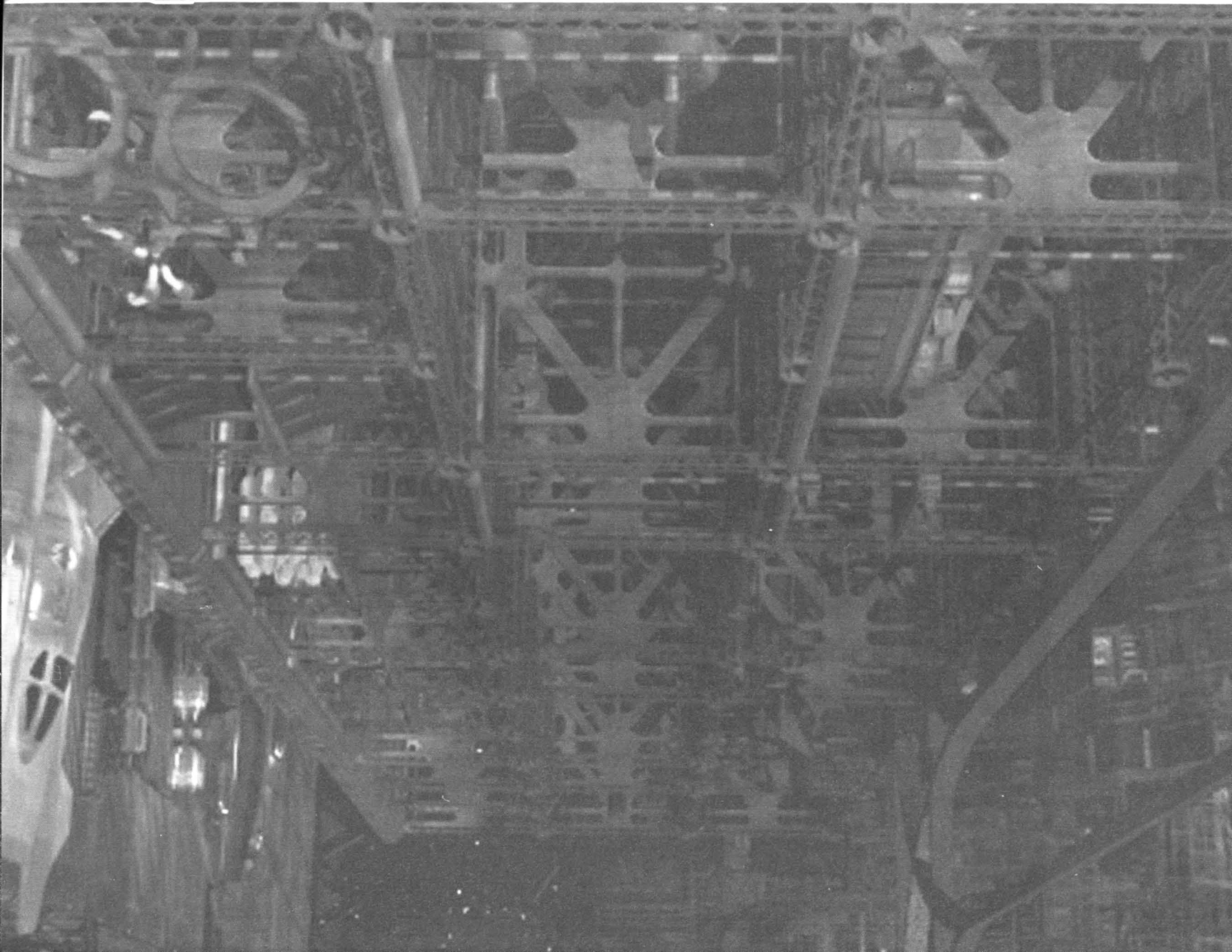
Grid lines divide the map into 16 sections, A1 through D4. (Note the large letters running down the right side of the map, and the large numbers running along the bottom of it.) The Place Name Key (below the map) gives the sectional location for every planet and station, while the Nav Point Key gives the same information for every nav point.

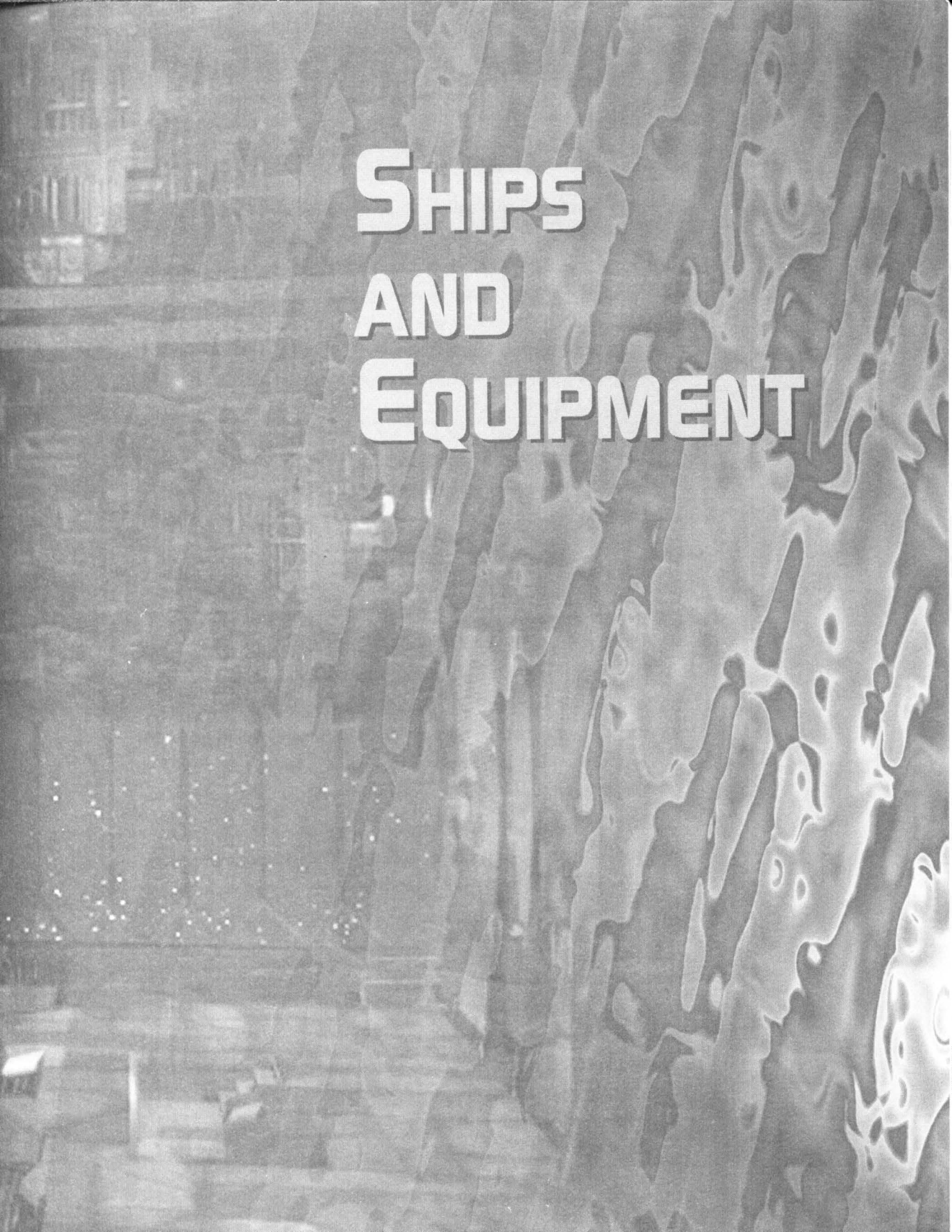
The pair of numbers below each Nav Point ID indicate a rough percentage chance of CIS and Hostile activity at that nav point. While not exact, they give an idea of what sort of activity you can expect at each nav point. For example, the chance of CIS appearing at Hermes (20/15) is about 20% (each time new ships appear). The chance of pirates or Kindred showing up is about 15%. (Of course, many missions specify a nav point's current population, at which times these numbers are ignored.)

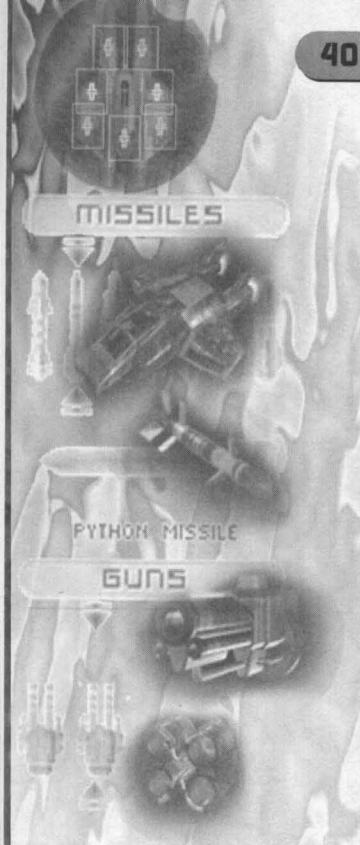
Use this map to calculate the shortest, safest path between two nav points. The game has a marvelous 3-D map to show the shortest (or one of the shortest) routes to your next destination. However, it usually can't tell you how far apart two other nav points are, or when it would help to use a jump gate. It also only gives one possible route for each pair of nav points — it doesn't mark alternative routes that are just as short (or slightly longer, but safer).

Also use it to plan multi-stop trips. Is it quicker to go to Karatikus and then Hades, or to Hades and then Karatikus? You've got a mission sending you to SS: Tersa. Would it be more efficient to deliver a cargo to Bex or to Massanas along the way?

Once you've chosen a path, if the 3-D map won't plot the path you want, break it down into smaller segments, specifying points along your chosen path.




SHIPS
AND
EQUIPMENT



Ships and Upgrades

As with everything in this game, ships are a mostly matter of personal preference. For example, some pilots swear by the Icarus, others say it's overpriced and under-armored. However, most pilots agree that when considering whether or not to upgrade, you should definitely balance the money you're willing to pay for a ship with the money you want to spend on equipment. A Faldari is nothing with only one gun and an afterburner enhancer.

Your combat style should also dictate your ship choice:

- If you're into close, personal combat, look for a fast, maneuverable ship. Pay attention to the max speed, max afterburner speed and turn rates listed in the **Ship Stats and Default Loadout** charts, pp. 43-49, and on the color poster enclosed in this book.
- If you're a long-range fighter, you can sacrifice a little speed and agility for additional gun mounts. Buy all the guns you can afford and just sit back and pound away.
- If you're not the greatest of pilots (or you *are* the greatest of pilots, but your deathwish drives you to firing on military squadrons near Hades), you might want to make shields and armor your top priority. An auto-repair unit can also be a wise investment.
- If you make most of your money by trading, speed is probably not too essential for you. (Cargo ships can only go so fast.)
- If you're taking on missions that require a lot of heavy combat at multiple waypoints, buy a durable ship and an auto-repair unit to survive the waypoints. You'll want a ship with lots of gun mounts, and you'll want to fill them with decent guns. Get a coolant device to keep your guns working (especially important when you know you'll be facing a lot of enemies). The number of missile mounts is slightly less important than the number of gun mounts because missiles can only be used once, and you've got a lot of fighting ahead of you.

Playtester Recommendations

- The **Aurora** is almost exactly the same as a **Shaman,** but it's a lot more expensive. Don't be fooled — hang on to your Shaman until you can go a few steps up (you'll want at least a few more gun mounts for that kind of money). ***— "Wolf"***

- The **Duress** is fast and nimble. This is perhaps the first ship upgrade you should shoot for. It has 6 missile mounts and good armor. Another good ship for a first upgrade is the **Drakkar** — it has four gun mounts, a pretty fair number considering the price you pay for the ship. ***— "Barnabus"***

- The **Faldari** is relatively slow, but it has five gun mounts, so it's a good long-range ship: If you have an ion cannon on each mount, things just shrivel up in front of you. ***— "Wolf"***

- The **Icarus** is sometimes hard to find, but offers a lot of bang for your buck — it has four gun mounts, lots of missile and module mounts, and it's *fast.* Also, the guns are positioned in a box formation instead of a line, so it's easier to hit your target with at least one of them.

— "Badman"

- One of the first things you should save money for is an **afterburner upgrade**. When you've got no armor left and you're trying to land on a planet to get your reward, it's a lot easier to outrun bogies on your tail if you're twice as fast. ***— "Badman"***

- One of the first "frivolous" upgrades to get is an **auto-repair unit**. Don't worry about the Mark II at first — just get the initial model. It will save you countless amounts of money at the repair station. If you've got the time and patience, just hang out in space and let the unit do the work for you. Repair expenses rack up more quickly than a Papagod can put his hats on. ***— "Guido"***

Ship Availability

All ships are available from the very beginning of the game except the Freij Mk II. The Freij Mk II becomes available after you read the news bulletin entitled "Civilian version of Freij Craft released." (Although many of the bulletins are just plain silly, some trigger new equipment, such as this one, and others cause price fluctuations. See **Getting Rich Quick**, p. 78).

You will find available ships on planets, according to the chart below.

	Drakkar	Danrik	Duress	Heretic	Faldari	Faldari Mk II	Freij	Freij Mk II	Straith	Velacia	Skecis	Skecis Mk II	Kalrechi	Aurora	Shaman	Karnenan	Jendevi	Icarus
Anhur		✓	✓	✓	✓	✓		(✓)	✓	✓		✓	✓	✓	✓	✓	✓	
Bex	✓	✓	✓			✓	✓		✓		✓	✓		✓	✓		✓	
Crius	✓	✓	✓		✓	✓	✓	(✓)	✓	✓	✓		✓	✓	✓		✓	✓
Hades				✓	✓	✓	✓		✓		✓	✓		✓	✓	✓		✓
Hephaestus	✓	✓	✓	✓	✓		✓	(✓)	✓	✓	✓	✓	✓	✓		✓	✓	✓
Hermes	✓	✓	✓	✓	✓	✓	✓	(✓)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Janus IV	✓	✓	✓	✓	✓	✓	✓	(✓)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Karatikus	✓	✓	✓		✓	✓	✓	(✓)	✓	✓	✓	✓	✓		✓	✓		✓
Athos	✓	✓	✓	✓	✓	✓	✓	(✓)	✓	✓								
Corinthias	✓	✓	✓	✓	✓	✓	✓	(✓)	✓									
Desolia	✓	✓	✓	✓	✓	✓	✓	(✓)	✓	✓								
Destinas	✓	✓	✓	✓	✓	✓	✓	(✓)										
Leviatha	✓	✓	✓	✓	✓	✓	✓	(✓)	✓									
Massanas	✓	✓	✓	✓	✓	✓	✓											
Ostinia	✓	✓	✓	✓	✓	✓	✓	(✓)	✓	✓	✓							
Petra	✓	✓	✓	✓	✓	✓	✓	(✓)										
Serca	✓	✓	✓	✓	✓	✓												
Terrel																		

Ship Stats and Default Loadouts

Name. Name of the ship as it appears in the Target VDW.

Max Speed. Maximum attainable speed without afterburners, given in klicks per second.

Max Turn **R**ate. How quickly the ship rotates on pitch, roll and yaw axes, given in degrees per second.

Max Acceleration. Maximum attainable acceleration rate, given in klicks per second squared.

Skill. Indication of how well the default pilot flies and how accurately he or she shoots. Ranges from 1 (poorly skilled) to 9 (very skilled).

Shield and **Armor** list the number of damage points it takes to completely wipe out a ship's shields and armor (but remember that shields constantly regenerate).

Every ship is divided into quadrants. You can destroy a ship after you've knocked out one only quadrant of its shields and armor. Each quadrant can take 1/4 of the damage points listed in these two columns.

Default Loadout. Lists the default loadout of **Modules**, **Missiles** and **Guns** for each ship. Arabic numerals before the name of a weapon indicate how many of that weapon the ship carries (if there is no number in front of the weapon name, the ship only carries one of that type). Roman numerals after the equipment name indicate the grade (Mk I, Mk II, etc.). Arabic numerals in parentheses indicate the difficulty level at which the ship can begin using this piece of equipment. (See **Difficulty Levels**, p. 28.)

Enemy ships will not fire missiles at all before difficulty level 3.

Example 2 Brute II (3,5)

Ship carries two Brute Mk II missiles. It can start using one of them when you reach difficulty level 3. It can start using both of them when you reach difficulty level 5.

All ships have a full loadout of one type of gun. They can use one of these guns on difficulty level 1, two by difficulty level 3, three by difficulty level 5, four by difficulty level 7 and five by difficulty level 9 (assuming the ship can carry that many guns).

NEUTRAL SHIPS

Name	Max S (kps)	Max TR (°/s)	Max A (kps²)	Sk	Shield	Armor	Default Loadout		
							Modules	Missiles	Guns
Drakkar	400	80	72	5	900	300	Decoy II (1) Hi-Ex mine (3) Shield Gen II (5) Signal Filter (7)	2 Snipe (3,3) Brute II (5) Python (7) Disrupter (9)	4 Stream II
Danrik	440	100	66	6	1100	600	Decoy II (1) Hi-Ex mine (3) Signal Filter (5)	Snipe (3) Brute I (3) Brute II (5) Python (7) Disrupter (9)	5 Flux
Duress	380	80	60	8	700	350	Decoy I (1) Hi-Ex mine (3)	3 Snipe (3,3,5) Brute II (7) Python (9) Disrupter (10)	2 Stream I
Heretic	428	65	60	9	750	500	Decoy I (1) Hi-Ex mine (3) Signal Filter (5)	3 Snipe (3,3,5) Brute II (7) Python (9) Disrupter (10)	4 Stream I
Faldari	360	80	60	5	700	650	Decoy II (1) Hi-Ex mine (3) Signal Filter (5) BSE I (7)	Snipe (1) Brute II (3) Python (5) Disrupter (7) Stingray (9) Hellraiser (10)	5 Stream II
Faldari Mk II	360	90	66	6	700	550	Decoy I (1) Hi-Ex mine (3)	Snipe (1) Brute II (3) Python (5) Disrupter (7) Banshee (9) Stingray (10)	4 Flux II
Friej	400	75	66	8	1000	750	Decoy II (1) Hi-Ex mine (3) Signal Filter (5)	2 Snipe (3,3) Brute II (5) Python (7) Disrupter (9) Banshee (10)	4 Flux II
Friej Mk II	440	95	72	9	1300	1100	Decoy II (1) Hi-Ex mine (3) Shield Gen II (5) Signal Filter (7) BSE II (9)	Snipe (3) Brute II (3) Python (5) Disrupter (7) Banshee (9) Hellraiser (10)	5 Kraven

NEUTRAL SHIPS (cont.)

Name	Max S (kps)	Max TR (°/s)	Max A (kps²)	Sk	Shield	Armor	Default Loadout: Modules	Default Loadout: Missiles	Default Loadout: Guns
Straith	288	45	36	9	400	300	Hi-Ex mine (1)	2 Snipe (3,3)	2 Volt
Velacia	320	50	54	5	400	600	Decoy I (1) Hi-Ex mine (3)	2 Snipe (3,3) Brute I (5)	2 Flux I
Skecis	360	70	54	5	435	730	Decoy I (1) Hi-Ex mine (3) Shield Gen I (5) Signal Filter (7)	2 Snipe (3,3) Brute I (5) Brute II (7)	4 Flux I
Skecis Mk II	360	60	60	6	630	500	Decoy I (1) Hi-Ex mine (3) Shield Gen II (5) Signal Filter (7)	2 Snipe (3,3) Brute I (5) Brute II (7) Python (9)	3 Flux II
Kalrechi	360	70	60	8	600	750	Decoy II (1) Hi-Ex mine (3)	Snipe (1) Brute II (3) 2 Python (5,7)	4 Mass Ion
Aurora	320	65	60	9	620	420	Decoy I (1) Hi-Ex mine (3)	2 Snipe (3,3) Brute I (5) Brute II (7)	2 Stream I
Shaman	320	50	48	5	650	420	Decoy I (1) Hi-Ex mine (3) Signal Filter (5) Python (9)	Snipe (3) Brute I (5) Brute II (7)	2 Stream I
Karnenan	360	65	60	6	430	700	Decoy II (1) Hi-Ex mine (3) Signal Filter (5)	Snipe (3) Brute I (3) Brute II (5) Python (7) Disrupter (9)	4 Mass Ion
Jendevi	280	75	57	8	500	650	Decoy II (1) Hi-Ex mine (3) BSE I (5)	Snipe (3) Brute I (3) 2 Python (5,7)	3 Flux II
Icarus	412	65	60	9	650	550	Decoy I (1) Hi-Ex mine (3) Signal Filter (5) BSE I (7)	Snipe (3) Brute I (3) Brute II (5) 2 Python (5,7) Disrupter (10)	4 Stream II

CARGO SHIPS

Name	Max S (kps)	Max TR (°/s)	Max A (kps²)	Sk	Shield	Armor	Default Loadout: Modules	Missiles	Guns
Gea Transit	288	20	36	9	1700	1500	None	None	None
Gea Mk II	288	20	36	9	1700	1500	None	None	None
Ogan	220	20	32	9	1600	1600	None	None	1 Turret A
Ilia	200	15	32	9	1600	2100	None	None	2 Turret A
Ilia Mk II	200	15	32	9	2100	2100	None	None	2 Turret A
Monolith	140	5	32	9	3000	6000	None	None	3 Turret A

KINDRED SHIPS

Name	Max S (kps)	Max TR (°/s)	Max A (kps²)	Sk	Shield	Armor	Default Loadout: Modules	Missiles	Guns
Vendetta	380	90	64	7	550	700	Decoy II (1) Hi-Ex mine (3) Shield Gen III (5) Signal Filter (7)	Snipe (3) Brute II (3) Python (5) Disrupter (7)	3 Flux II
Blade	480	95	64	7	500	750	Decoy II (1) Hi-Ex mine (3) Shield Gen III (5) Signal Filter (7) BSE II (9)	Snipe (1) Brute II (3) Python (5) Disrupter (7) Banshee (9) Stingray (10)	4 Mass Ion

JINCILLA SHIPS

Name	Max S (kps)	Max TR (°/s)	Max A (kps²)	Sk	Shield	Armor	Default Loadout: Modules	Missiles	Guns
Skull	560	85	56	4	300	350	Decoy I (1) Hi-Ex mine (3)	2 Snipe (3,3) Brute I (5)	2 Stream I Brute II (7)
Veldor	380	70	60	4	400	500	Decoy I (1) Hi-Ex mine (3)	Snipe (3) Brute II (3)	4 Stream II Python (5) Banshee (7)
Tacon	380	70	60	5	550	800	Decoy II (1) Hi-Ex mine (3) Shield Gen II (5) Signal Filter (7) BSE II (9)	Snipe (3) Brute I (3) Brute II (5) Python (7) Disrupter (9) Stingray (10)	5 Flux II
Jincilla Shuttle	240	20	48	5	1600	1600	None	None	1 Turret A
Jincilla Cruiser	160	5	48	6	10000	10000	None	None	4 Turret B

KIOWA SHIPS

Name	Max S (kps)	Max TR (°/s)	Max A (kps²)	Sk	Shield	Armor	Default Loadout Modules	Missiles	Guns
Vector	360	70	64	4	650	450	Decoy I (1) Hi-Ex mine (3)	2 Snipe (3,3) Brute I (5) Brute II (7)	2 Stream
Leighat	400	75	60	5	300	400	Decoy I (1) Hi-Ex mine (3)	Snipe (3) Brute II (3) Python (5) Banshee (7)	2 Stream II
Krell	400	70	60	5	400	700	Decoy I (1) Hi-Ex mine (3) Shield Gen II (5) Signal Filter (7) BSE I (9)	Snipe (3) Brute I (3) Brute II (5) Python (7) Disrupter (9) Stingray (10)	4 Flux II
Kiowa Shuttle	240	20	48	6	1600	1600	None	None	1 Turret A
Kiowa Criuser	120	5	60	7	8000	8000	None	None	4 Turret B

CHIRICHAN SHIPS

Name	Max S (kps)	Max TR (°/s)	Max A (kps²)	Sk	Shield	Armor	Default Loadout Modules	Missiles	Guns
Demon	280	70	56	4	300	400	Decoy I (1) Hi-Ex mine (3)	2 Snipe (3,3) Brute I (5) Brute II (7)	2 Stream I
Heron	400	80	62	4	400	600	Decoy I (1) Hi-Ex mine (3)	2 Snipe (3,3) Brute I (5) Brute II (7) Python (9) Disrupter (10)	4 Stream II
Testmos	440	90	64	5	400	900	Decoy I (1) Hi-Ex mine (3) Shield Gen II (5) Signal Filter (7) BSE I (9)	Snipe (3) Brute II (3) Python (5) Disrupter (7) Banshee (9) Stingray (10)	5 Flux II
Chirichan Shuttle	240	25	48	5	1400	1400	None	None	1 Turret A
Chirichan Cruiser	180	5	60	6	8000	8000	None	None	3 Turret B

PAPAGOD SHIPS

Name	Max S (kps)	Max TR (°/s)	Max A (kps²)	Sk	Shield	Armor	Default Loadout Modules	Missiles	Guns
Tembler	408	75	60	5	450	600	Decoy I (1)	2 Snipe (3,3) Hi-Ex mine (3)	3 Stream I Brute I (5) Brute II (7)
Ecantona	400	70	64	6	400	600	Decoy I (1)	Snipe (3) Hi-Ex mine (3)	4 Stream II Brute I (3) Brute II (5) Python (7)
Ashearer	480	80	60	7	300	550	Decoy II (1)	Snipe (3) Hi-Ex mine (3) Signal Filter (5) BSE I (7)	5 Flux II Brute I (3) Brute II (5) Python (7) Banshee (9) Stingray (10)
Papagod Shuttle	300	25	48	7	1400	1400	None	None	1 Turret A
Papagod Cruiser	160	5	60	7	8000	8000	None	None	2 Turret B

MILITARY/CIS SHIPS

Name	Max S (kps)	Max TR (°/s)	Max A (kps²)	Sk	Shield	Armor	Default Loadout Modules	Missiles	Guns
Military Light	400	80	60	4	700	400	Decoy I (1)	2 Snipe (3,3) Hi-Ex mine (3) Signal Filter (5)	2 Stream I Brute I (5) Brute II (7)
Military Medium	440	80	60	5	600	850	Decoy II (1)	Snipe (3) Hi-Ex mine (3) Signal Filter (5) BSE I (7)	4 Flux II Brute I (3) Brute II (5) Python (7) Banshee (9) Stingray (10)
Military Heavy	320	60	60	6	750	1000	Decoy II (1)	2 Snipe (3,3) Hi-Ex mine (3) Shield Gen II (5) Signal Filter (7) BSE II (9)	5 Stream II Brute II (5) Python (7) Banshee (9) Stingray (10)
Military Heavy	560	80	60	7	600	900	Decoy II (1)	Snipe (3) Hi-Ex mine (3) Shield Gen III (5) Signal Filter (7) BSE II (9)	5 Flux II Brute II (3) Python (5) Disrupter (7) Stingray (9) Hellraiser (10)
Military Destroyer	240	10	48	7	6000	6000	None	None	2 Turret B
Military Carrier	160	5	48	8	10000	10000	None	None	4 Turret B
Military Prototype	160	2	48	8	12500	12500	None	None	6 Turret B
Military Dreadnought	120	1	48	8	15000	15000	None	None	6 Turret B
Military Transport	120	1	48	9	6000	10000	None	None	4 Turret B

MISSION SPECIFIC ITEMS

You will not encounter any of the following items randomly. They have been built into specific main plot and additional missions.

Name	Max S (kps)	Max TR (°/s)	Max A (kps²)	Sk	Shield	Armor	Default Loadout		
							Modules	Missiles	Guns
Lasertower	400	75	60	N/A	1200	1200	None	None	2 Kraven
Satellite	400	75	60	6	3000	3000	None	None	None
Kronos' Ship	160	2	48	8	10000	10000	None	None	None
Unknown ship	400	75	60	9	600	600	None	None	None
Radar Station	400	75	60	N/A	3000	3000	None	None	None
Space Lab 1	400	75	60	N/A	3000	3000	None	None	None
Space Lab 2	400	75	60	N/A	3000	3000	None	None	None
Storage Depot	400	75	60	N/A	3000	3000	None	None	None
Escape Pod	400	75	60	N/A	0	100	None	None	None
Spaceman	40	15	6	6	0	100	None	None	None
Mining Base	400	75	60	N/A	4000	4000	None	None	None
Prison Ship	160	2	48	5	8000	8000	None	None	None
Transport	200	15	48	5	500	1100	None	None	None

Turret Statistics

Large military, cargo and pirate ships defend themselves with turrets. There are two models — model A is carried by pirate shuttles and cargo ships, and model B is mounted on most capital ships.

Damage. Number of damage points deliveres with each shot.

Rate of Fire. Number of shots the turret fires per second.

Model	Damage Points	Rate of Fire
Turret A	110	5
Turret B	200	5

Equipment

The sections on **Software Upgrades** (below), **Guns** (p. 51), **Missiles** (p. 54) and **Modules** (p. 58) list statistics for this equipment where appropriate, and give notes describing how each piece of equipment operates and what situations each is most suited for. The notes on individual items also tell you where and when you will find them, if they are not available from the CCN at the start of the game. **Equipment Availability** (p. 64) contains charts that list which news bulletins trigger new equipment, which missions offer equipment as a reward, and which equipment is available from the booth on different planets and stations.

Software Upgrades

Both of these software upgrades are only available through the main plot. They will be loaded onto your ship after you meet David Hassan for the first time, midway through the main plot (see **J: Who is Hassan?**, p. 129 for details). Neither software package can be sold, and if you sell your ship and purchase another, both will be automatically downloaded to your new ship.

Blindfire System

This auto-tracking software improves your gun accuracy by turning your lead indicator red when you are lined up correctly on your target. When Blindfire is installed on your ship it is permanently activated. There is no way to de-activate it manually.

Alvis RTS System

The Alvis Return-To-Sender is a defensive system that has a 50% chance of returning any missile fired at you to the ship that launched it. Once this system is installed on your ship, it is permanently activated. There is no way to de-activate it manually.

Guns

Guns are your most important weapons in *Privateer 2: The Darkening*. Even guys that use missiles a great deal will tell you that your guns make you or break you. Besides, your guns are an investment — you will use them over and over, whereas you will use a missile only once. So, it pays to choose decent guns.

Veterans will also tell you that with guns, the old cliché, "the whole is more than the sum of its parts," certainly rings true. The reason has to do with the fact that the only way to kill something in this game is to keep hitting one side of it until you've broken through the shields, then the armor. Of the two things you are knocking down, the first — shields — regenerate to full strength whenever you stop hitting them. The more damage points they take, the more time they need to regenerate. Therefore, the more guns you can point at your target, the more damage points you can deliver to its shields, making it less likely that the shields will have time to regenerate.

And when it comes to multiple guns, sometimes a little math will point out a good bargain. For example, three Stream Lasers deliver a total of 66 damage points per shot. One Mass Ion Cannon fires at three times the rate of a Stream Laser, with 25 damage points per shot, delivering a total of 75 damage points over a comparable length of time. However, three stream lasers cost one-fifth the price of one Mass Ion Cannon — 1,800 vs. 10,000 credits. Throw in the Coolant Unit you will need for the Streams and you still come out on top.

GUN STATISTICS

Purchase price. Price at which the gun can be bought and sold. This does not vary from planet to planet, and no amount is deducted for selling back a used or beat-up gun (which explains why you don't see any Equipment Station managers running about in Faldaris).

Damage. Number of points subtracted from your target's shields and armor levels when you hit it. Keep the additive powers of these guns in mind — if you have two Stream Lasers and a Volt Laser mounted, and you're firing with all guns active, you're delivering a whopping 69 damage points with every shot.

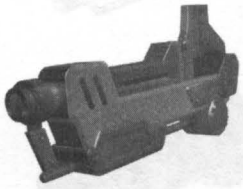
Energy Rating. Relative indication of how quickly the gun will overheat. The higher this number, the faster the gun overheats. With multiple guns, this number adds up — if you have a volt laser and a flux beam, for example, your total energy rating is 250.

Rate of Fire. Number of shots per second the gun is capable of firing.

Weapon	Purchase Price	Damage (points)	Energy Rating	Rate of Fire (shots/sec)
Stream Laser	600	22	72	4
Stream Laser Mk II	7,000	30	120	6
Volt Laser	3,000	25	110	5
Flux Beam	5,000	30	140	6
Flux Beam Mk II	8,000	35	160	5
Mass Ion Cannon	10,000	25	N/A	12
Kraven Mk IV	16,000	40	200	7

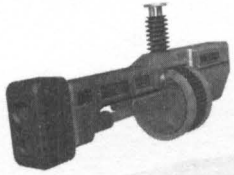
GUN NOTES

Stream Laser



The Stream Laser is a good, standard gun for beginners. If you have more than two, then you are definitely a force to be reckoned with. You can keep pounding away at something with these, because they don't heat up as fast as other models.

Stream Laser Mk II



The Mk II version is a great long-range weapon. It delivers considerably more damage than the original, and although it will overheat faster, it does not overheat as quickly as the comparable Flux Beam.

Volt Laser

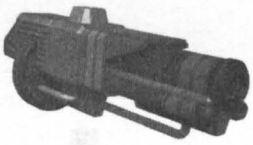


This is a favorite among close-up combat artists. This weapon shines at close range, so don't fire until your target is under 150 klicks away. (If you like to toast your opponents before they get this close, this is not the weapon for you.) By using Volt Lasers in close-range combat, you may get by with without a Coolant Unit, because you will fire in shorter bursts as you bear down on target, then break off to avoid a collision. Each time you break off you give your guns time to recharge.

Flux Beam



This is good long-range weapon (i.e., between 200-250 klicks), although it isn't as powerful as the Mk II version, especially towards the end of its range.



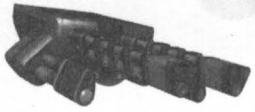
Flux Beam Mk II

This is the best long-range gun in the game, for it is effective all the way up to 250 klicks. It's also a decent weapon up close, but not as good as the Volt Laser.



Mass Ion Cannon

The Mass Ion Cannon is more affordable than it seems because it doesn't overheat. Ever. This means you don't need to buy a Coolant Unit. Mass Ion Cannon are most effective at short-to-medium range (up to 200 klicks). They will not become available until you read a news bulletin entitled "Blood and Ion."



Kraven Mark IV Laser

These lasers are the most powerful around, but they aren't available until you successfully complete the Ralph McCloud mission. (See **Ralph McCloud**, p. 162.) Ralph gives you a single Kraven as a reward, which is placed on an empty hardpoint or replaces your cheapest gun if there are no empty hardpoints. (You will be refunded for the gun that is replaced.)

These guns deliver more damage than any other in the game. However, veteran pilots will warn you that they overheat in a matter of seconds, especially if you have more than one. Don't even think about loading multiple Kravens without a Coolant Unit Mk III or IV.

Missiles

Privateer 2: The Darkening is a gun game. Missiles can be very useful, but only in conjunction with guns — for example, they can be extremely handy for knocking down a ship's shields so you can follow up with gunfire.

The missile statistics chart below gives you the numbers. We conducted our own little field tests (many thanks to Tim "Wolf" Bell, our dedicated test pilot) to get a better idea how well the missiles compare to one another in real life. The results of these tests are given under **Missile Notes**, p. 56.

MISSILE STATISTICS

Lock time for all missiles and torpedoes is 3 seconds. Missiles (and the Stingray Torpedo) remain active for about 20 seconds. The Hellraiser Torpedo remains active for twice as long — about 40 seconds.

Purchase Price. Going rate for the model listed. This does not vary from planet to planet, and you will get this amount back if you return an unused missile.

Damage. Number of points subtracted from your target's shields and armor. You have to knock out at least one quadrant of a ship's shields before you can damage the armor beneath it, and one quadrant of the ship's armor must be destroyed before you can destroy the ship itself.

Max Speed. The missile's maximum attainable speed, in klicks per second.

Max Accel. The missile's maximum acceleration, given in klicks per second squared.

Max Turn. The missile's maximum turn rate, in degrees per second.

Weapon	Purchase Price	Damage (points)	Max Speed (kps)	Max Accel (kps^2)	Max Turn (deg/sec)
Snipe Missile	100	450	1000	600	60
Brute Missile	150	650	1120	640	85
Brute Mk II	200	800	1200	672	85
Python Missile	225	1000	1400	800	95
Disrupter Missile	250	*	1160	560	90
Banshee Missile	205	**	800	480	90
Proximity Missile	210	2,000	880	616	100
Stingray Torpedo	500	8,000	200	600	—
Hellraiser Torpedo	1,000	16,000	200	600	—

*A Disrupter Missile completely disables a ship's maneuvering ability for 10 seconds after impact.

**A Banshee Missile temporarily knocks down a ship's shields.

MISSILE NOTES



Snipe Missile

The Snipe is a very limited guided missile. Its lock is easily broken by a ship's maneuvering — in fact, you really can't hit anything that's moving with one of these. A Snipe does a fair amount of damage, but because it is so hard to hit anything that isn't standing still, you're limited to large, slow-moving targets with heavy shields and armor. The damage the Snipe can deliver is small compared to the amount such targets can withstand.



Brute Missile

This missile will pretty much wipe out one quadrant of a Military Destroyer's shields and armor.



Brute Mk II

Although the numbers imply that this missile is more powerful than the original, in our tests it performed more poorly, taking out just over 75% of the shields and armor on one quadrant of our hapless Military Destroyer.



Python Missile

The Python performed exactly the same as a Brute Mk II, only faster.



Disrupter Missile

This knocks a ship's speed down to zero for several seconds. The ship loses flight control, but it can still shoot, and it still has full shields. Basically, this missile puts a ship in "park," and makes its pilot mad as hell. The Disrupter is equally effective against all sizes of ships, and is especially handy against very fast ships like the Jincilla Skull.

Banshee Missile



One Banshee will take a ship's shields almost completely down for several seconds, no matter how big the ship is. Needless to say, wiping out your target's shields can be really helpful (especially against anything the size of a Monolith) but you have to be ready to jump in and finish the target off before the shields go back up.

Proximity Missile



This was our test pilot's favorite. It completely destroys a Military Destroyer, is cheaper than both the Disrupter and the Python, and works better than either of these missiles. Extended (gleeful) testing found the Proximity to be extremely fast, with a slightly larger blast radius than most missiles, so you don't have to aim as accurately.

Unfortunately, this wonderful missile doesn't become available until you've read the news bulletin entitled "The missile that won't miss."

Stingray Torpedo



This torpedo wiped out our Military Destroyer so easily that we decided to test it against that aptly named behemoth, the Monolith. The Stingray knocked out one full quadrant of shields and armor on a Monolith.

Hellraiser Torpedo



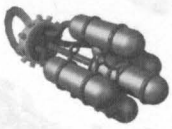
The Hellraiser likewise destroyed a Military Destroyer with apparent ease and also completely destroyed a Monolith. Thus, our test pilot, Tim the Fearless took one up against a Kiowan Cruiser. The Hellraiser knocked out two quadrants of the Kiowan Cruiser's shields — which is impressive, given the size and durability of this ship.

Tim, alas, did not come back from this last mission, but we learned a valuable lesson watching him die — don't sit still and watch the torpedo. Torpedoes are incredibly slow. This may not matter much if you are using a defenseless Monolith for target practice, but in a real mission against actual enemies, fire the torpedo and then turn your attention to not getting killed. When you hear the missile detonate, go back to capitalize on the damage.

Modules

Modules include all modification equipment that can be loaded onto module hardpoints — system upgrades, mine or decoy launchers, and the most recently legalized viral and nuclear weapons.

SYSTEMS UPGRADES

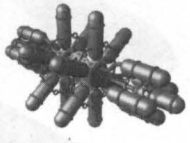


Afterburner Enhancers

These increase both afterburner acceleration and top speed by the following percentages:



Grade	Purchase Price	Increase in Speed/Acceleration
Mk I	4,000	10%
Mk II	8,000	20%
Mk III	14,000	30%



The Mk III model won't be available until you've read the news bulletin entitled "Improved afterburner available."

Auto Repair Units



These droids repair your ship in mid-flight, saving you time and money in on-planet ship repair costs (see **Damage and Repair Costs**, p. 91). They repair everything but armor, which can be fixed fairly cheaply anyway. Two grades are commercially available:

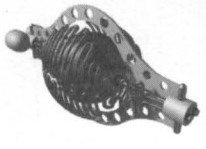


Grade	Purchase Price	Time to Repair 1 Unit
Mk I	8,000	5 seconds
Mk II	16,000	3 seconds

Coolant Units



Coolant Units increase the speed at which your guns cool down, making them less likely to overheat. This means you can fire longer, without having to break off and wait for your guns to cool down.



If you have anything more than a couple of stream lasers, you probably need a coolant. Getting a good Coolant Unit becomes particularly important as you begin to load multiple guns — the speed at which they heat up increases immensely. Also, if you like long-range combat, you should definitely look into getting a Coolant Unit. It's harder to be accurate at longer distances, and long-range

gunners generally end up firing at their targets for more extended periods of time.





Grade	Purchase Price	Increase in Coolant Rate
Mk I	6,000	30%
Mk II	12,000	50%
Mk III	24,000	110%
Mk IV	48,000	150%

Shield Generator Enhancers

All ships regenerate shields at the same rate, regardless of how heavy or light these shields are. A shield regenerator speeds up this rate, so that once your shields are down, they'll come back on line faster.



When considering a shield generator enhancer, however, you may want to compare the price of the enhancer to the price of upgrading to a ship with better shields. If the shields are better, they can take more damage, so they won't go down as quickly in the first place. Also, with a ship upgrade you will probably get additional gun, missile and module mounts.





Grade	Purchase Price	Modified Regeneration Time
Mk I	7,000	65%
Mk II	14,000	55%
Mk III	25,000	50%

The Mk III model won't be available until you read the news bulletin entitled "Fatbink reveal their latest shield system."

Warp Shields

These make you completely invulnerable, but only for about 20 seconds. You can only use your warp shields once every five minutes, so make those 20 seconds count. Warp shields also fully regenerate when you land.

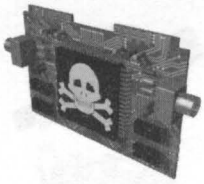


Purchase Price
25,000

Warp Shields won't be available until you read the news bulletin "Energize, Captain."

VIRAL AND NUCLEAR WEAPONS

BSE



Viral weaponry got its start when some clever 13-year-old figured out a way to encode and transmit an "activate emergency sprinkler system" computer voice command inside an ordinary ID signal. This is the basic principle behind the BSE, except that the virus encoded in the ID signal can completely shut down an enemy's flight control systems for about ten seconds. It can also shut down a capital ship's turrets. The newer model has a greater chance of successfully disabling its target.



A BSE unit can be used four times and requires at least a minute to recharge. (It is a bit difficult to gauge whether the BSE has recharged because there aren't any visual cues.) It can be used at ranges of 200 to 300 klicks.

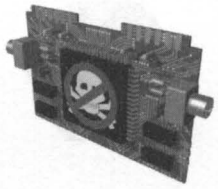
Grade	Purchase Price	Chance of Success
BSE I	12,000	50%
BSE II	18,000	75%

The BSE I model has a "trigger safety" feature that prevents the signal from transmitting if you do not have a target or your target is out of range. This was designed to help beginners get used to the system. There is no such safety mechanism on the BSE II model.

The BSE II model becomes available only after you've read the news bulletin entitled "New 'virus weapon' worries police."

Note: *Signal Filters begin appearing in default weapons loadouts on difficulty level 5. (See* ***Difficulty Levels****, p. 28.) Before this, any BSE signals you send have a decent chance of affecting their target. After this, transmissions may be blocked by signal filters.*

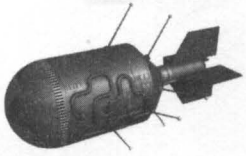
Signal Filter



This is the "antidote" to the type of viral warfare listed above. It detects and blocks viruses that are transmitted by BSE (or equivalent) systems, viral mines and viral missiles. BSE units are fairly rare among pirate loadouts —usually only the heaviest fighter from each clan carries them. Pirates won't begin to use BSE until difficulty level 7 (See **Difficulty Levels**, p. 28.)

Purchase Price	Chance of Blocking Virus
6,000	50%

Nuke 'em Bomb



Ah, the Nuke 'em bomb — the greatest toy in the Tri-System. Sure, they're expensive, but the amount of indiscriminate damage they do would make the sourest Original Humanist giggle (inwardly, of course).

These bombs have a blast radius extending out to about the first ring from the center of your radar in long-range Celestial™ mode (about 500 klicks). When you drop a Nuke 'em, all ships within the ring will be affected — except your own — and most (if not all) will be wiped out. The closer a ship is to the center of the blast, the more likely it is to be completely destroyed.

Once released, the bomb takes 5 seconds to prime before it detonates.

Purchase Price	Max. Damage (points)	Blast Radius (klicks)
4,000	14,000	500

Nuke 'em bombs blow up everything within their blast radius. This include friendlies, wingman and fair maidens in distress. This is not a good option for escort or rescue missions, unless you can get your pals out of range before you drop.

MINE AND DECOY LAUNCHERS

All mine launchers contain 10 mines, and decoy launchers contain 15 decoys; launchers and mines/decoys are sold together.

As long as you have one mine or decoy left, you can sell back your launcher at full price. In essence, this means you can blow 200 credits on a mine or decoy launcher, use all but a few of the mines/decoys, then sell the launcher back and buy another without spending any more money!

Mines and decoys are released from the back of your ship. To use a mine effectively, drop it just as you are flying over (or in front of) your target. There is no real strategy for using decoys, except to drop one whenever a missile locks onto you — the decoys do not intercept missiles, but merely cause them to lose their lock. All mines and decoys remain active for about 20 seconds.

Mines deliver maximum damage at ground zero. This damage decreases out to the mine's maximum range. For example, a ship at half range takes half damage. If you are within the mine's maximum range, your ship takes damage.

On the positive side, you can drop mines on military ships without fear of reprisal — IFF regulations require military pilots to verify the ship that is attacking them before they can return fire, and the CIS has lost far too many "I didn't put that mine there" lawsuits to bother with another.

Hi-Explosive Mines



When a Hi-Explosive mine hits a ship, it does 900 points of damage to its victim. You are also damaged if you're within the blast radius.

Purchase Price	Max. Damage (points)	Blast Radius (klicks)
150	900	300

Proximity Mines



These mines do only 700 points of damage, but they are more sensitive and detonate whenever something comes near them (again, this excludes you.)

Purchase Price	Max. Damage (points)	Blast Radius (klicks)
200	700	400

Viral Mines



This is basically a weak Disrupter missile without a guidance or propulsion system (in fact, these two weapons are made by the same company.) These mines wipe out the flight control systems of any ship they come into contact with, leaving the ship immobile for several seconds. Viral mines can affect capital ships and other vessels, but in general are far weaker than Disrupter missiles.

Purchase Price	Effect
350	Immobilizes target for several seconds

Decoys





Decoys are capable of deflecting all known types of space-warfare missile (Snipe, Brute, Python, Viral, Banshee and Disrupter). Each with a different chance of success at causing the missile to lose its lock. (Each decoy launched will have this success rate, regardless of how many you've launched previously. Your overall odds of deflecting a missile increase as you launch multiple decoys.)

Grade	Purchase Price	Success Rate, Per Decoy
Mk I	400	50%
Mk II	800	75%

Field tests put the success rate nearer 90% for both of these models but also revealed that a missile does not lock on to the decoy once it's lost its lock on your ship. The decoy causes the missile to veer away from you, but it may regain a lock if you continue to maneuver.

The Mk II model becomes available as soon as you read the news bulletin entitled "New decoy proves a success."

Equipment Availability

Not all of the equipment described in this chapter is available to you at the beginning of the game. Some weapons and modules are only available as rewards in main plot and subplot missions. Others become available after you read specific news bulletins. **News Bulletins**, below, and **Mission Specific**, p. 65 provide quick references for this information.

Once weapons are available, you still may not be able to find everything at every planet and equipment station in the Tri-System. **Where Equipment is Available**, p. 65, lists what equipment is available on each planet and station.

NEWS BULLETINS

It's a good idea to check out the news bulletins every time you visit the CCN booth. Some bulletins are just plain silly, but others make new weapons available or cause price fluctuations you can take advantage of. (See **Getting Rich Quick**, p. 78, for more information on price fluctuations.)

After reading the news bulletins listed below, you will find the corresponding items available on the *Buy/Sell Equipment* screen.

News Bulletin ...	Makes Available ...
Blood and ion	Mass Ion Cannon
Energize, Captain	Warp Shields
Fatbink reveal their latest shield system	Shield Generator Mk III
Improved afterburner available	Afterburner Mk III
New decoy proves a success	Decoy Mk II
New "virus weapon" worries police	BSE II
The missile that won't miss	Proximity missile

MISSION SPECIFIC

The following items become available only after you've made it through certain missions. Missions which create new equipment are listed below by the title they are given in this book.

Completing Mission ...	Makes Available ...
J: Who is Hassan? (Main Plot, p. 129)	Blindfire, Alvis RTS
Ralph McCloud (Cinematic, p.162)	Kraven Mk IV

WHERE EQUIPMENT IS AVAILABLE

Once equipment has been made available, you can find it at *major planets* (Bex, Crius, Hades, Hephaestus, Hermes, Janus IV and Karatikus), *minor planets* (all other planets) and *equipment* and *super stations.*

If a type of equipment is available somewhere, then unlimited supplies of that type of equipment are available at that location.

Equipment Stations and Major Planets

- All guns, all missiles, all modules

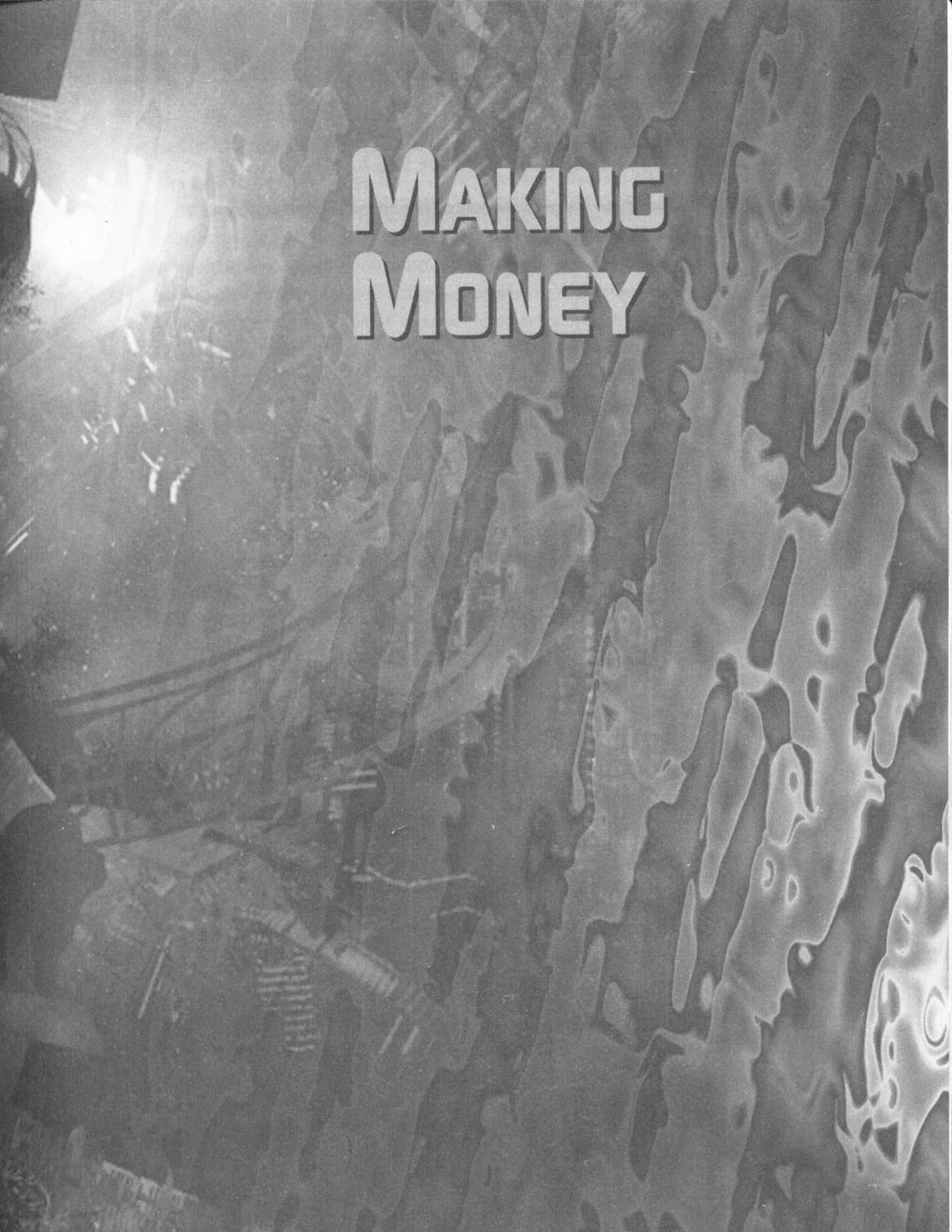
Minor Planets (except Terrel)

- All guns except Flux Beam Mk II and Kraven
- All missiles except Banshee, Proximity and Destroyer
- All modules except Afterburner Mk III, Shield Generator Mk III, Signal Filter, Warp Shields, Nuke 'em, Proximity and Viral Mine

Terrel and Super Stations

- All guns except Flux Beam Mk II and Mass Ion Cannon
- All missiles except Banshee, Stingray and Destroyer
- Only Coolant Units Mk I-IV, Auto Repair Units, Afterburner Mk I, and BSE I and II




MAKING
MONEY



Making Money

One of the biggest differences between *Privateer* and *Privateer 2: The Darkening* is that in *The Darkening*, you hire cargo ships to transport the goods you trade, rather than flying a cargo-capable ship yourself. Also new to this game are major price fluctuations, usually caused by a catastrophe of some sort occurring in some area of the Tri-System. If you hadn't guessed already, many of the CCN News Bulletins report these price changes and are the secret to making big money through trade.

Commodity Descriptions, below, gives you a quick description of all of the goods for sale through the CCN, for the concerned consumer. The **Commodity Price Chart**, p. 75-77, gives you the base price and quantity available for all goods on each planet, commodity station and super station. **Getting Rich Quick**, p. 78, lists all of the News Bulletins that affect prices, along with the planets and commodities that are affected by each and the price changes.

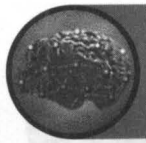
Commodity Descriptions

BLACK MARKET



Seeking to end bloody raids and fly-by shootings, the laws outlawing the purchase and sale of Black Market goods were repealed nearly a century ago. In a typical burst of bureaucratic inefficiency, however, the CIS lobby successfully thwarted the repeal of laws concerning the transport or use of these goods. As such, it is legal to buy and sell them, but not legal to transport or actually use them. Hey, some see this as a problem, others as a business opportunity.

Brain Implants



Two heads are better than one, but two brains in one is better still. Why spend a whole semester studying for some tedious calculus final, when a quick injection of properly coded RNA can make you a whiz kid overnight. And so what if the knowledge doesn't last forever? Who uses that stuff in the real world anyway?

Firearms



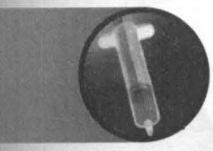
There are basically three ways to get oneself out of a real tight spot — lawyers, guns or money. You want to keep the third for yourself, and even you lack the stomach to transport the first, but you're happy to supply firearms to the truly needy, provided they can meet your price, of course.

Human Organs



Left your heart in Anhur? No problem, just order up a nice fresh replacement from Hephaestus. (Unfortunately, your cargo pilot is generally not included when selling of a load of fresh organs. And be warned — the Teamster's Union gets downright nasty if you even joke about it.)

Nerve Toxins



1001 household uses! Particularly beloved by dictators, godfathers, high-level executives and, of course, military and security forces of all stripes. Atomic weapons might be more efficient, but they're hard to clean up after, and nerve toxins are just plain more interesting to use.

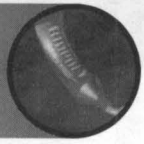
Pleasure Borgs



The world's oldest profession has transmogrified itself into one of the worlds' most lucrative industries. A mid-range pleasure borg can provide any service available from a traditional professional, and when it's not working it can be turned off, disassembled and kept in a convenient, semi-portable carton — incidental upkeep is significantly less, by comparison.

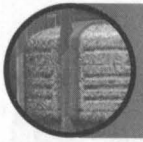


INDUSTRIAL



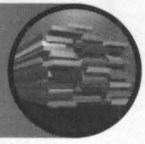
Biopolys

Why build a home when you can grow one? Pseudo-organic biopolys can be cultivated into almost any shape imaginable.



Brikcrete

This liquid polymer can be poured and molded into a strong, lasting building material with excellent insulation properties.



Lumber

In the end, wood is still sturdy, relatively easy to shape and process, and self-replenishing. Some times the old-fashioned ways are best.



Plasteen

Light, tough and flexible, plasteen is found in the walls and floors of almost every modern building and ship.

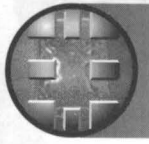


Titan

The alloy of choice for major construction. Almost all ships and large buildings are built around a Titan skeleton.

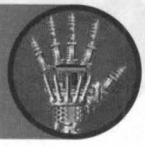


MEDICAL



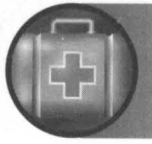
Blood

Still thicker than water, but also easier to transport. The thing about blood is, when it's needed, it's needed fast, and fresh. Consequently, there's a good living to be made keeping reserve supplies stocked, and a better living to be made during emergencies.



Cybernetic Limbs

Kick up your heels and clap your hands, because today's cybernetic limbs are cheaper, lighter and more efficient than ever before. So much more stylish and practical than the real thing!



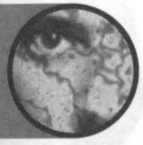
Medi Kit

Like having your own personal doc-inna-box ready to take charge at any medical emergency. No home should be without a healthy stock of fully operational medi kits when the unthinkable happens.

Optic Nerves



Jeepers creepers, where'd you get those peepers? Probably from the authorized interstellar optics exchange — a nice new optic nerve is much easier to transport and install than some silly ground lens, if your vision needs correcting.



Synthi Skin

In addition to its countless medical and protective/defensive applications, this high-tech pseudo-organic body covering has become a popular fashion accessory on many worlds.



FOOD

Grain



Whether it comes in amber waves, green pools or purple blotches, there's always a market for edible grain.



Fertilite

Process it, concentrate it, enhance it or restructure it as much as you want ... a load of manure is still a load of manure, and somebody's got to haul it around.

Fresh Water



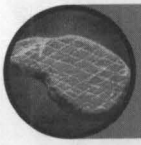
This rare and exotic substance is bulky, hard to pack, almost impossible to concentrate ... and probably the most valued commodity in the universe.



Livestock

That's the smell of money, friend ... don't knock it. Just watch where you step in the cargo hold.

Synthi Meat



Why should innocent animals and plants suffer just so humans can eat? Synthi meat, created from 100% pure non-organic minerals, is the universe's most efficient food. And many find its gravel-seasoned-saddle-leather taste surprisingly easy to get used to.

HARDWARE



Atomic Chisel

Why let the local geography get in the way of progress? These technological miracles make short work of pesky and inconvenient natural wonders.

Comms Unit



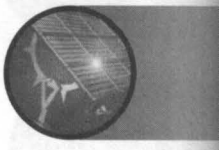
Phone home anytime, even if home happens to be a couple of systems away. No monthly charge for the first three months, and 4 free hours for new accounts.



Enviro Suits

Don't leave home without one. Especially if home happens to have no natural atmosphere or eco-system.

Solar Generators



Since the dawn of space travel, humanity has gone almost everywhere, but one constant remains — we do tend to cluster around suns. This tendency provides an obvious solution to the power needs of civilization.

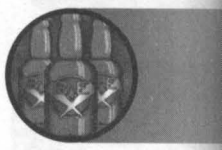


Power Loaders

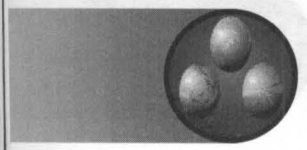
Not only do these exo-skeletal cybernetic frameworks make it easy to move and haul heavy loads, they also look really, really studly.

LUXURIES

Bex Beer



On many worlds, this is considered a staple rather than a luxury. Customarily served warm and frothy, a true Bex is a real man's beer. Makes stout look anorexic. The traditional quality check for a Bex is to suspend a spoon upright in the glass — if the stem touches the edge before the bowl dissolves, the brew is an inferior imitation.



Cerulean Gemstones

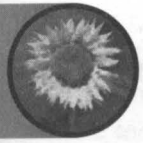
Diamonds used to be a girl's best friend, and they're still nice to phone up on a boring Saturday or meet for some light shopping ... but these days Ceruleans are the only ones a girl will share her clothes with and tell all her secrets to.

Fluffy Rodents



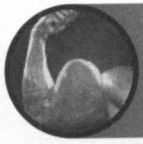
Pets, delicacies, fashion accessories or all three. Everybody who's anybody, darling, needs a steady supply of fluffy rodents to complement their marvelous lifestyle.

Sunflowers



For the environmentally aware, a natural source of heat and light. Looks pretty, smells nice, and the delicious seeds roast themselves.

Warp Steroids



The rich man's royal road to physical perfection, but not completely without side effects. When used imprudently, WaStes have been known to shrink other body parts, and sometimes cause them to go concave — a consequence that's most noticeable (though not, perhaps, most embarassing) when it happens to the nose.

ORES

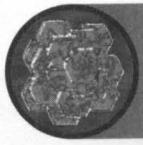


Cesium



This liquid metal is highly prized for use in electrical components, and as a catalytic agent.

Lythia



This extremely absorbent synthetic element has become indispensable when it comes to cleaning up nasty industrial messes.

Iridium



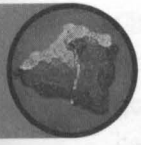
Like rhodium, iridium does all sorts of neat things when combined with platinum. In addition, it has a large variety of industrial applications all by itself. A very handy mineral to keep around.

Platinum



Tough, resilient and highly conductive, platinum has become one of the most important mineral resources on all industrialized planets.

Rhodium



Wherever people need platinum, they also need rhodium. These elements go together like ice-cream and fudge sauce (although they're a good deal more toxic).

Cargo Ships

When jumping, make sure you don't get too far ahead of your cargo ship; otherwise, you will lose it. Before jumping, comm your cargo ship. If he answers, he's within range and will jump when you do. If the reply is "Extreme," then he's too far away. Find him, and then jump.

— "Starsky"

Keeping my cargo ship alive has never been difficult for me. As long as you are nearby, *you* will draw the enemy's fire, not the cargo ship. The bigger models also have those kick-butt yellow pulse lasers, which can rip open a fighter with three good shots.

— Badman

Early in the game, before you've made enough money for a good loadout, make sure you hire a cargo ship with turrets. Stick close to him and use him for added protection. Lead him toward any hostiles and watch him dispatch them.

— "Starsky"

Note that you must pay a cargo ship hire fee every time you land at a planet, or a commodity or super station (i.e., every time you can trade cargo). This holds true even if you have no intention of making any trades at an intermediate stop.

— "DAVID"

Strangely enough, the most effective wingman I've found is the heaviest cargo ship in the game — the Monolith. Enough cargo space for 1500 tons, and two turrets that strike down the bad guys like the mighty wrath of a fairly impressive deity. The only drawbacks to this battlewagon are that it is fairly slow and relatively expensive.

— "ROUS"

Black Market Cargo

Military ships won't scan you if your cargo ship isn't within your comm range. Comm range varies depending on the size of both ships, but if you keep your Comm VDW open (keep pressing C), the word the word "Extreme" appears when your cargo ship goes

out of range. When you're ready to jump, let your cargo ship close in, and jump the minute the word "Extreme" disappears from the Comms VDW. If you're quick, you can keep the military from searching your cargo.

— "Starsky"

Any type of military ship can scan you for illegal cargo. Don't go anywhere near Hades with black market goods — there are way too many military ships flying around, and the odds against you are too great. Check out the schematic map (on the poster), or the chart under **Random Encounters**, p. 32, to find other areas heavily patrolled by military ships.

In lightly patrolled areas, just take out the military ships that attack you. They don't keep a record of who's killed who, so this won't affect your standing with any military ships you meet later on.

— "Babyface"

Commodity Price Chart

This chart compares the prices of commodities at all the places where they can be purchased.

- To find a profitable run, look down the price column of a particular commodity for the highest and lowest prices.
- If you are headed for a particular planet, and you want to take advantage of the trip by doing a little trading, look across the rows for the planet you are starting from and your destination. Compare prices to find a good deal.

Price. Base sale and purchase price for this particular commodity on each planet, commodity station and super station. The actual price will range from roughly 5% higher to 5% lower than this amount.

Qty. The base quantity (in tons) available for a particular commodity at all of the locations indicated. A "0" indicates that there are no goods of this type for sale at this location. You may still sell these items here, however.

INDUSTRIAL

	PLASTEEN		BRIKCRETE		TITAN		BIOPOLYS		LUMBER	
	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY
Anhur	20	120	12	180	18	150	30	48	9	180
Athos	17	220	10	330	15	275	25	88	8	330
Bex	10	0	12	240	9	0	15	0	6	450
Corinthias	17	20	10	30	15	25	25	8	4	0
Crius	17	20	10	30	15	25	26	8	7	360
Desolia	11	220	9	330	10	275	20	88	9	120
Destinas	17	20	12	30	15	25	25	8	4	420
Hades	17	160	10	240	15	200	25	64	8	240
Hephaestus	14	200	10	180	12	250	20	80	9	180
Hermes	15	160	8	240	12	200	22	64	8	180
Janus IV	20	160	8	360	18	200	30	64	9	240
Karatikus	18	140	11	210	16	175	27	56	8	210
Leviatha	17	20	10	30	15	25	25	8	8	30
Massanas	17	20	10	30	15	25	25	8	8	30
Ostinia	17	20	10	30	15	25	25	8	8	30
Petra	17	220	11	240	15	275	25	88	8	30
Serca	17	220	10	330	15	275	25	88	8	330
Terrel	17	0	11	0	16	0	25	0	6	300
CS: Reva	20	140	12	210	18	175	30	56	9	210
CS: Dexros	10	0	6	0	9	0	27	64	4	0
CS: Lironas	17	220	10	330	15	275	25	88	8	330
CS: Pletirat	13	220	8	330	12	275	20	88	9	330
SS: Curium	18	200	11	300	16	250	27	80	8	300
SS: Tersa	18	220	11	330	16	275	27	88	7	330

FOOD

	GRAIN		FERTILITE		WATER		LIVESTOCK		SYN.MEAT	
	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY
Anhur	6	300	5	360	8	150	14	120	22	45
Athos	5	600	2	720	8	300	13	240	16	91
Bex	4	600	4	720	6	300	9	240	8	0
Corinthias	7	50	3	0	9	50	15	40	24	15
Crius	5	650	5	780	8	325	13	260	22	22
Desolia	7	100	5	120	9	50	14	40	14	91
Destinas	4	600	4	720	8	300	7	300	25	15
Hades	7	150	6	180	9	75	15	60	24	22
Hephaestus	7	350	4	0	9	175	15	140	18	53
Hermes	7	300	6	360	10	150	16	120	20	45
Janus IV	7	350	6	420	10	175	16	140	18	53
Karatikus	7	300	5	480	10	175	15	80	23	45
Leviatha	7	100	5	120	4	300	10	240	20	76
Massanas	6	100	3	0	9	50	14	40	24	15
Ostinia	7	100	3	0	9	50	14	40	21	15
Petra	7	250	3	0	9	50	15	40	22	15
Serca	7	600	5	720	9	300	14	240	23	91
Terrel	3	600	4	720	7	300	9	240	23	60
CS: Reva	6	600	5	720	8	300	13	240	20	91
CS: Dexros	7	600	5	720	9	300	14	240	16	91
CS: Lironas	4	600	4	720	8	300	10	240	20	91
CS: Pletirat	6	600	5	720	8	300	13	240	20	91
SS: Curium	6	400	4	720	8	200	14	160	18	91
SS: Tersa	6	600	4	720	8	300	14	240	16	91

MEDICAL

	CYB. LIMBS		MEDI KIT		BLOOD		SYNTHI SKIN		OPT.NERVE	
	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY
Anhur	69	27	12	120	36	30	60	30	72	18
Athos	60	9	10	60	30	15	50	12	60	6
Bex	42	0	7	0	33	37	35	0	42	0
Corinthias	60	9	10	60	30	15	50	12	60	6
Crius	48	45	7	420	36	22	57	12	69	3
Desolia	57	9	10	60	30	15	40	42	60	6
Destinas	60	9	10	60	30	15	50	60	60	6
Hades	60	45	10	300	30	75	50	60	60	30
Hephaestus	60	45	10	300	30	75	50	60	60	30
Hermes	60	13	10	90	30	22	50	24	60	12
Janus IV	72	27	12	180	33	45	60	36	72	18
Karatikus	72	27	12	180	36	45	60	36	72	18
Leviatha	60	9	10	60	30	15	35	54	42	27
Massanas	60	9	10	60	30	15	50	12	60	6
Ostinia	60	9	11	60	30	15	50	12	60	6
Petra	66	9	11	60	33	15	55	12	66	6
Serca	60	9	10	60	30	15	50	12	60	6
Terrel	60	9	10	60	30	15	50	12	60	6
CS: Reva	60	9	10	60	30	15	50	12	60	6
CS: Dexros	54	27	9	180	27	45	45	36	54	18
CS: Lironas	60	9	10	60	30	15	50	12	60	6
CS: Pletirat	36	0	6	0	24	82	30	0	36	0
SS: Curium	60	9	10	60	30	15	50	12	60	6
SS: Tersa	60	9	10	60	36	15	50	12	60	6

HARDWARE

	SOLAR GEN.		ENV. SUITS		LOADERS		AT.CHISEL		COMMS	
	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY
Anhur	70	27	55	42	46	60	27	18	44	45
Athos	91	9	50	21	40	30	30	18	40	15
Bex	35	0	25	0	20	0	15	0	20	0
Corinthias	77	9	62	21	50	30	39	18	44	15
Crius	77	6	20	0	40	50	12	0	40	30
Desolia	63	21	50	21	36	70	27	42	40	35
Destinas	77	9	30	0	48	30	18	0	40	15
Hades	84	21	60	49	48	70	36	42	48	35
Hephaestus	56	39	40	91	32	130	24	78	32	65
Hermes	59	36	42	84	34	120	25	72	36	60
Janus IV	70	21	40	49	40	70	30	42	32	35
Karatikus	87	15	65	35	40	50	30	30	40	25
Leviatha	70	9	50	21	40	30	30	18	40	15
Massanas	70	9	50	21	40	30	30	18	40	15
Ostinia	77	9	60	21	50	30	39	18	40	15
Petra	77	9	65	21	48	30	36	18	46	15
Serca	80	9	60	21	46	30	36	18	44	15
Terrel	80	9	30	0	46	50	18	0	44	30
CS: Reva	70	9	50	21	40	30	30	18	40	15
CS: Dexros	70	9	50	21	40	30	30	18	40	15
CS: Lironas	84	9	60	21	48	30	36	18	48	15
CS: Pletirat	70	9	50	21	40	30	30	18	40	15
SS: Curium	70	9	50	21	40	30	30	18	36	15
SS: Tersa	70	9	40	21	40	30	30	18	40	15

LUXURIES

	BEX BEER		GEMSTONES		RODENTS		SUNFLOWERS		STEROIDS	
	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY
Anhur	11	200	154	16	7	280	5	400	40	48
Athos	10	125	161	10	7	105	4	200	40	30
Bex	5	375	154	8	6	350	4	750	24	0
Corinthias	10	125	98	20	4	0	3	0	48	30
Crius	9	100	147	2	7	70	5	300	46	42
Desolia	10	125	140	10	7	105	6	200	40	30
Destinas	10	125	140	10	5	280	4	400	28	60
Hades	9	150	140	12	7	210	5	300	46	36
Hephaestus	9	200	161	16	7	280	6	400	24	0
Hermes	9	150	154	12	7	210	5	300	44	36
Janus IV	12	200	168	16	9	280	5	400	48	48
Karatikus	9	200	140	28	7	490	5	700	48	36
Leviatha	9	125	140	10	4	0	3	0	40	30
Massanas	12	125	168	10	7	105	3	0	48	30
Ostinia	11	125	84	0	4	0	3	0	48	30
Petra	10	125	84	0	4	0	3	0	46	30
Serca	10	125	133	10	7	105	5	200	44	30
Terrel	10	125	140	10	4	350	3	500	24	0
CS: Reva	9	125	140	10	5	245	4	350	40	30
CS: Dexros	9	125	140	10	7	105	5	200	32	30
CS: Lironas	9	125	140	10	7	105	5	200	40	30
CS: Pletirat	9	125	140	10	7	105	5	200	40	30
SS: Curium	9	125	154	10	7	105	5	200	44	30
SS: Tersa	9	125	168	10	9	105	4	200	40	30

BLACK MARKET

	NERVE TOX.		ORGANS		FIREARMS		BRAIN IMPL.		BORGS	
	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY
Anhur	22	45	120	18	21	90	126	0	42	0
Athos	12	0	72	0	10	0	108	0	72	36
Bex	8	0	48	0	7	0	72	0	24	0
Corinthias	20	0	120	0	18	0	180	0	69	6
Crius	20	10	156	14	10	0	234	14	48	0
Desolia	20	5	120	0	18	0	216	0	75	6
Destinas	12	0	72	0	10	0	108	0	66	0
Hades	12	0	72	0	10	0	108	0	36	0
Hephaestus	12	0	108	16	9	0	162	22	60	60
Hermes	18	50	108	20	16	150	162	20	54	60
Janus IV	8	0	138	8	7	30	216	8	72	30
Karatikus	12	10	72	16	21	30	126	12	36	0
Leviatha	14	40	120	0	18	0	126	10	60	6
Massanas	14	50	96	30	12	375	126	28	30	120
Ostinia	16	40	120	0	21	15	180	0	72	6
Petra	14	0	84	0	12	0	126	0	66	6
Serca	12	0	120	0	18	0	108	0	72	6
Terrel	8	0	48	0	7	0	72	0	24	0
CS: Reva	20	0	120	0	18	0	180	0	60	0
CS: Dexros	20	0	120	0	18	0	180	0	60	0
CS: Lironas	20	0	120	0	18	0	180	0	60	0
CS: Pletirat	20	0	120	0	18	0	180	0	60	0
SS: Curium	18	5	120	0	14	75	180	0	60	6
SS: Tersa	14	40	120	0	21	15	180	0	54	36

ORES

	RHODIUM		PLATINUM		IRIDIUM		CESIUM		LYTHIA	
	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY	PRICE	QTY
Anhur	8	400	7	410	6	460	9	300	17	200
Athos	5	0	7	328	6	368	9	240	11	0
Bex	4	0	4	0	3	0	5	0	9	0
Corinthias	5	0	4	0	6	322	6	0	11	0
Crius	5	0	4	0	4	0	6	0	11	0
Desolia	11	40	4	0	4	0	6	0	22	20
Destinas	5	0	4	0	4	0	6	0	11	0
Hades	9	80	8	82	6	460	11	60	20	40
Hephaestus	11	360	4	0	8	276	12	240	22	120
Hermes	10	40	9	41	8	46	12	30	21	20
Janus IV	9	320	8	328	7	368	11	240	19	160
Karatikus	9	280	8	287	7	322	11	210	19	140
Leviatha	5	0	4	0	4	0	6	0	11	0
Massanas	9	40	8	41	7	46	11	30	19	20
Ostinia	5	0	4	0	3	460	6	0	11	0
Petra	5	0	4	410	4	460	8	120	11	0
Serca	6	520	4	0	6	230	6	0	11	0
Terrel	9	40	8	41	7	46	11	30	19	20
CS: Reva	9	40	8	41	7	46	11	30	19	20
CS: Dexros	9	40	8	41	7	46	11	30	19	20
CS: Lironas	5	0	4	0	4	0	14	0	11	0
CS: Pletirat	10	40	9	41	8	46	13	30	22	20
SS: Curium	8	40	7	41	7	46	12	30	19	20
SS: Tersa	9	40	8	41	7	46	11	30	19	20

Getting Rich Quick

News Bulletins

News bulletins are the source of *all* "get rich quick" cargo runs. They also alert you to the availability of new equipment (see **Equipment Availability**, p. 64). A few are crazy advertisements and "dummy" reports that have absolutely no effect on gameplay.

For the bulletins that *do* affect gameplay, price changes go into effect, and new weapons become available, when you read the news bulletin. If you don't make a habit of checking them out when you use the CCN booth, you'll miss out on a lot of opportunities.

Some key things to remember when interpreting news bulletins are:

- Bulletins that affect prices generally explain the reason for a **shortage** or a **surplus** of something.
- Bulletins that report *surpluses* drive prices **down**. These signal a great place to **purchase** the commodities mentioned.
- Bulletins that report *shortages* drive prices **up**. These signal a great place to **sell** the commodities mentioned.
- Bulletins only cause price fluctuations on the planet mentioned in the bulletin. If no planet is mentioned, the news bulletin does not affect prices at all.
- New prices are set when you open a bulletin that affects them. The changes remain in effect until you've landed four times. On your fifth landing, prices revert to default levels (see **Commodity Price Chart**, pp. 75-77).
- If you get two bulletins that affect the same commodities, the second bulletin cancels out the first.

TABLE OF PRICE CHANGE BULLETINS

Some news bulletins are easier to figure out than others. The table below lists all news bulletins that cause price changes. In addition to these there are also some "dummy" bulletins in the game — bulletins that look and sound like those listed below, but have absolutely no effect on prices.

Bulletins are listed in alphabetical order, according to the first word of the **title**.

Title. On screen, the title of the bulletin appears in the red bar above the main body of text.

Note: *Some bulletins were designed to change prices on a planet picked at random. For such bulletins, if the name of the planet appears in the title, it is marked by* ***[planet]*** *in the list below.*

Planet Affected. Planet on which the changes take place. **Random** indicates that the bulletin is designed to affect prices on a planet chosen at random.

Commodities Affected. The prices for these commodities change as listed in the Price Modifier column. A particular commodity (**Grain**) or an entire group (**All Medical**) may be affected.

Price Modifier. The average default prices for affected commodities are modified by the percentage listed. A percentage greater than 100% indicates a rise in price — the further above 100%, the greater the price change. A percentage less than 100% indicates a price drop — the further below 100%, the lower the price.

Prices change only on the planet listed in the news bulletin. (There are no news bulletins that affect commodity or super station prices.)

Examples: If the price of Rhodium is at 150% on Hermes, Rhodium is selling there for about 150% of 10 credits (which is the average default price for Rhodium on Hermes). Thus, the new price is about 15 credits. If the price of Rhodium is at 50% on Hermes, you can buy and sell it for about 5 credits.

Price Change Bulletins (Random; A-D)

TITLE	PLANET AFFECTED	COMMODITIES AFFECTED	PRICE MODIFIER
[planet] authorities announce housing project	Random	All Industrial	120%
[planet] in toxin turmoil	Random	Nerve Toxins	80%
A chance to coin it in!	Hephaestus	Rhodium	130%
		Platinum	130%
A new home for Hom	Bex	Titan Alloys	140%
		Lumber	140%
A recipe for disaster	Hermes	Synthi Meat	135%
Adipose Aggro on Anhur	Anhur	Firearms	125%
Altairian Rindpest hits [planet]	Random	Livestock	200%
Attack of the Bexian MegaLocust!	Crius	Grain	165%
		Fertilite	165%
Bad tidings for Hephaestus!	Hephaestus	Fresh Water	60%
Beer, beer, we want more beer	Bex	Bex Beer	160%
Beverage company in the drink!	Bex	Lythia	130%
Black market fears as police cuts are announced	Random	All Black Market	75%
Boweled over by sheer incontinence	Crius	Iridium	130%
Call for help goes out as famine strikes Janus IV	Janus IV	Grain	150%
		Fertilite	150%
		Livestock	150%
Cannibal horror as hundreds starve on Hephaestus	Hephaestus	All Food	140%
Cargo crash causes contamination	Random	Fresh Water	120%
Cereal killers!	Hermes	Firearms	135%
CIS bring Gamberettis to justice	Janus IV	Firearms	120%
CIS net big brain bust	Random	Brain Implants	130%
CIS unveil plans for new departmental building	Random	All Industrial	110%
Citizens left without a foot to stand on!	Hades	Cybernetic Limbs	140%
Construction strike generates materials surplus	Random	All Industrial	85%
Contamination hits synthetic foodstuffs	Random	Fertilite	125%
		Synthi Meat	125%
Corpulent competition causes chaos	Crius	All Food	140%
Crappy craft crock company	Crius	Iridium	70%
Crash chaos kills kinky cyborgs	Hephaestus	Pleasure Borgs	125%
Crius inhabitants show a lot of front	Crius	Synthi Skin	125%
Crunch time at Crisp Factory!	Janus IV	Firearms	120%
Cult leaders arrested in livestock fiasco	Bex	Livestock	135%
Damn that dam!	Hephaestus	Fresh Water	70%
Diarrhoea fear strikes on Janus IV	Janus IV	All Foods	125%
Diddler plays a blinder!	Bex	Optic Nerves	100%
Don't keep your eye on the ball	Karatikus	Optic Nerves	150%
Drought hits [planet] hard	Random	Fresh Water	145%

Price Change Bulletins (E-M)

TITLE	PLANET AFFECTED	COMMODITIES AFFECTED	PRICE MODIFIER
Eggs-ecution!	Karatikus	Firearms	110%
Environmental science goes splosh!	Janus IV	Fresh Water	30%
Faulty fork fiasco	Hermes	Medi Kits	120%
Flashlight business torched	Bex	Cesium	120%
Floods, suds and mud	Crius	Fresh Water	50%
Flower show ends on a high	Random	Sunflowers	75%
Flower shower	Anhur	Sunflowers	125%
Food wasting fad leads to famine	Hephaestus	All Food	150%
Georgie's gorgeous orgy	Crius	Pleasure Borgs	125%
Global warming fears on [planet]	Random	Fresh Water	70%
Gnuflies plague [planet]	Random	Blood	120%
Good harvest for [planet]	Random	All Food	80%
Good prospects for Anhur	Anhur	Platinum	65%
Grain store goes with a bang!	Janus IV	Grain	150%
Grape guru blamed for starving masses	Bex	All Food	135%
Guns on the run	Anhur	Firearms	80%
Hacker hunger horror on Hermes	Hermes	All Food	150%
Happy camper	Karatikus	Fluffy Rodents	125%
		Warp Steroids	125%
Hauliers strike starves [planet]	Random	All Food	115%
Help us! Plead the inhabitants of Hades	Hades	All Food	160%
Hot digger-ty dog!	Hephaestus	Bex Beer	140%
		Livestock	140%
Huge medical surplus as conflict ends	Random	All Medical	75%
Humongous fungus raises rumpus	Karatikus	Fertilite	165%
I'm just an 'armless orphan, guv	Hermes	Human Organs	80%
I'm just going to implant my brain!	Karatikus	Brain Implants	140%
Jewel bash on [planet]	Random	Cerulean Gems	115%
Kick up the ass!	Crius	All Industrial	120%
Law Corps torp corpses	Anhur	Human Organs	135%
Light makes many hands work	Hermes	Cesium	125%
Magician exiled for life as "disappearing food" trick fails	Janus IV	All Food	145%
Many killed in freighter crash	Random	Medi Kits	115%
		Synthi Skin	115%
		Cybernetic Limbs	115%
		Optic Nerves	115%
Marriage bliss for happy couple	Hades	Cerulean Gems	120%
Mech Ball championship delayed	Hades	Power Loaders	140%
MegaLocusts hit [planet]	Random	All Food	115%
Militant mutants manufacture misery for Karatikus	Karitikus	All Food	135%
Military coup continues on [planet]	Random	Firearms	140%
Moustachioed mayhem on Hades	Hades	Firearms	130%

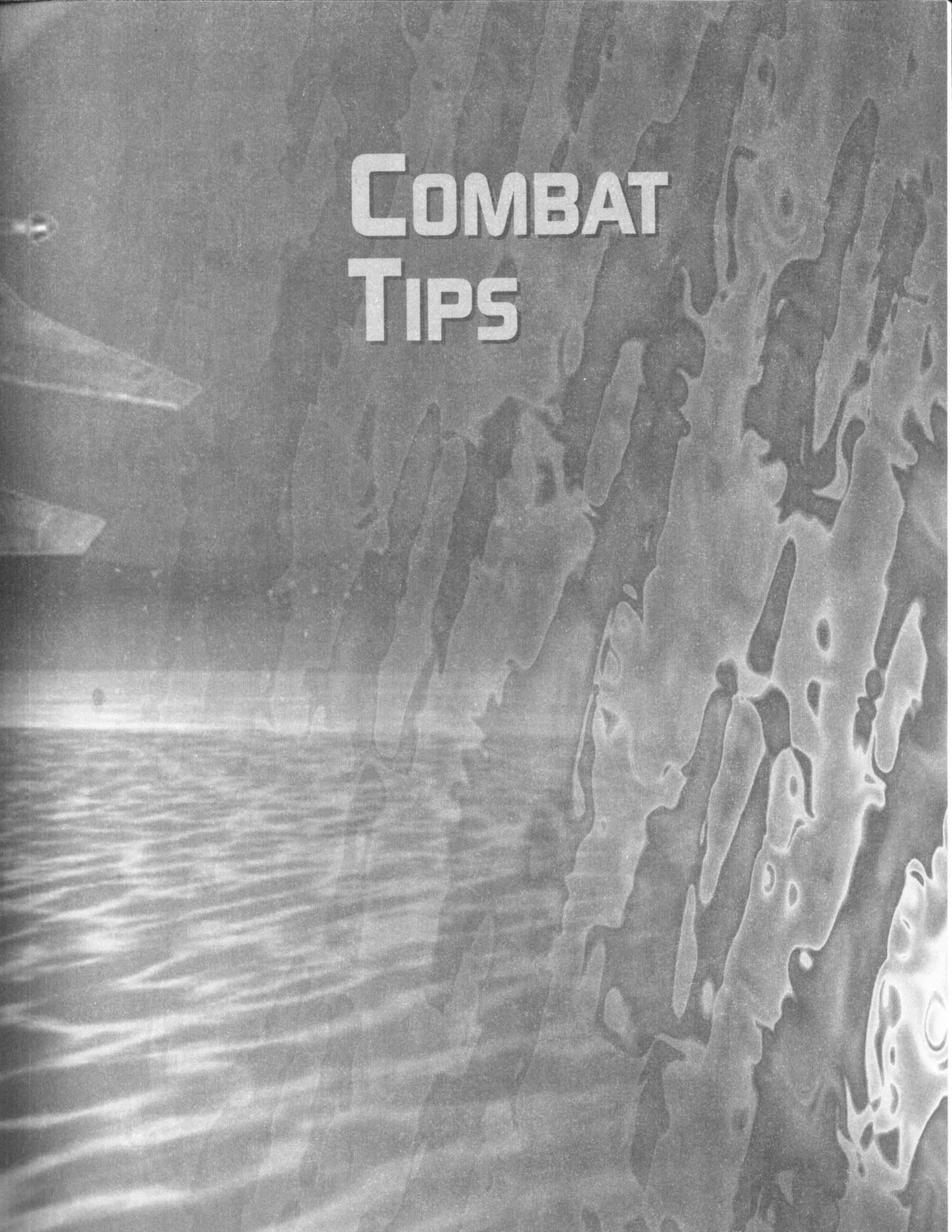
Price Change Bulletins (N-S)

TITLE	PLANET AFFECTED	COMMODITIES AFFECTED	PRICE MODIFIER
New factory opens on [planet]	Random	All Ores	110%
New Hard? Cor! dates announced	Random	Warp Steriods	135%
New ore deposits located on [planet]	Random	1 random ore	75%
Now that's GOTTA hurt!	Anhur	Synthi Skin	120%
Now that's what I call Death Metal	Bex	Firearms	120%
Opthalophagia epidemic on [planet]	Random	Optic Nerves	135%
Ore market crashes	Random	All Ores	70%
Pack of black yaks attack Zak!	Janus IV	Blood	120%
Panic on [planet] as Grain harvest fails	Random	Grain	190%
Pecs-cellent!	Janus IV	Warp steroids	130%
Pirates create food shortage on [planet]	Random	All Food	115%
Platinum shortage reported on [planet]	Random	Platinum	120%
Police baffled by rodent popularity	Random	Fluffy Rodents	120%
Police bust nets grand haul of firearms	Random	Firearms	115%
Police crack down on red light area	Random	Pleasure Borgs	140%
Power station project given go-ahead	Random	All Industrial	110%
Pre-Flab construction	Anhur	Brikcrete	130%
		Plasteen	130%
		Lumber	130%
Rain, rain, go away!	Bex	Fresh Water	60%
Rash crash causes splash at flash bash lash-up	Karatikus	Lythia	115%
Rave off!	Bex	Fresh Water	60%
Riots break out after election chaos	Random	Firearms	125%
Rodent show could be suspended!	Hermes	Fluffy Rodents	135%
Scorching weather results in drought	Random	Fresh Water	130%
Scourge of the biting vole!	Bex	Blood	130%
Shares boom on [planet]	Random	All Ores	115%
Shock docs cock up!	Hades	Rhodium	110%
		Platinum	110%
Smart bomb, dumb pilot	Hades	Fertilite	155%
Soldiers get the needle	Crius	Firearms	115%
Space port project runs into difficulty	Random	All Industrial	125%
Star arrested in food fight frenzy	Hades	All Food	130%
Stop this toxic terror!	Hephaestus	Nerve Toxins	70%
Storm wreaks havoc on farmers	Random	All Food	120%
Stunt tragedy inflicts famine on Anhur	Anhur	All Food	140%
Super grub ravages food supplies on Bex	Bex	Grain	160%
		Synthi Meat	160%
Synthi skin in demand as fires rage out of control	Random	Synthi Skin	150%

Price Change Bulletins (T-Z)

TITLE	PLANET AFFECTED	COMMODITIES AFFECTED	PRICE MODIFIER
Talk show Temptress blows her top!	Hades	Firearms	125%
Tax protesters go on rampage	Random	Firearms	110%
Teams count cost of Deathball season	Crius	Cybernetic Limbs	115%
Techno Prisoners!	Janus IV	Warp Steroids	135%
Terrorists breach dam	Random	Fresh Water	70%
That's ore-ibble	Janus IV	Rhodium	115%
That's rich!	Hermes	Biopolys	115%
		Power Loaders	115%
		Enviro Suits	115%
The Buttocks' biggest bash!	Hermes	Warp Steroids	175%
		Sunflowers	175%
		Bex Beer	175%
The Sexual Revolution!	Karatikus	Firearms	115%
The Zak is back!	Crius	Fresh Water	75%
Tip-top eclipse tips mix-up	Hephaestus	Optic Nerves	150%
To his toy mistress...	Hades	Pleasure Borgs	75%
Torrential rain causes flood on [planet]	Random	Fresh Water	50%
Total crop failure on [planet]	Random	All Food (except Fresh Water)	135%
Tricky brickies	Karatikus	Brikcrete	135%
Trillionaire blamed for flood deaths	Karatikus	Fresh Water	80%
Venom vandals vanquished	Crius	Nerve Toxins	150%
Volca-not!	Anhur	Enviro Suits	120%
		Brikcrete	120%
War and peace	Hephaestus	Firearms	135%
Water way to go!	Hermes	Fresh Water	50%
We must catch these ghouls!	Random	Human Organs	75%
Why, Zimzam, why?	Bex	Medi Kits	115%
Work starts at site of Canera crash	Crius	All Industrial	125%
Would you like ice in that?	Hermes	Fresh Water	65%
Yes sir, that's high baby	Bex	Brain Implants	120%
You wooden't believe it	Hephaestus	Lumber	150%
Youth gun craze confounds police	Random	Firearms	110%
Zak arrives on [planet]	Random	Warp Steroids	120%
		Bex Beer	120%
		Pleasure Borgs	120%
Zak brings the house down!	Hermes	All Industrial	125%
Zebu herds feel the bite	Anhur	Livestock	140%




COMBAT
TIPS



Combat Tips and Tactics

To get the real "tricks of the trade," we consulted the playtesters and development team members who have been playing the game for months. Many thanks to Tim "Wolf" Bell, Dan "Starsky" Blackstone, Kanon "Boom Boom" Lillemon, Rick "Guido" Holtrop, Lee "ROUS" Gibson, Christopher "Space Cowboy" Graf, Chris "Barnabus" Harding, David "DAVID" Ladyman, Chris "Binky" Launius, Anthony "Badman" Salter, Rhea "rhea.." Shelley and Jennifer "Babyface" Spohrer for their contributions to this section.

General Tips

The first Xavier Shondi mission is a good one to take if you want to fly combat missions early in the game. It's easy money, and you get paid half up front, so you can upgrade your loadout before you take off.

— "Boom Boom"

In the beginning, stick to the Hermes-Crius-Anhur trade routes until you can get a decent loadout. These are the planets where the first main plot and cinematic missions take place, and fewer hostiles are lurking about.

— "Babyface"

Once you've knocked out the hostiles at a waypoint, jump to another nav point as soon as you can — this decreases your chances of another random hostile encounter.

— "Starsky"

Be careful — military fighters have a bad habit of jumping directly into your line of fire. They'll take a shot or two without getting too pissed off, but after that, they'll turn on you (even if you're a good guy, too).

— "Guido"

Pick your fights. If you jump into a nav point that has more military ships than hostiles, the military fighters will probably kill the hostiles for you. Keep out of their way, and save your shields and weapons for nav points where there is no one to help you.

— "Babyface"

Don't forget about space stations — not necessarily for trading or repair, but for a quick stop to save your game.

— "Guido"

(Don't stop if you've hired a wingman, however — he'll stop with you but won't take off, and you can't hire another unless you're at a super station. See **Wingman Contracts**, p. 109)

Save your game often, especially after turning points in the main plot and good mission offers. (The only exceptions to this are cinematic SOS missions, which you forfeit if you land before you complete your mission objectives.)

— "Babyface"

To reach a planet faster, pitch your nose up a little and fly so that the planet is just beneath the screen. Keep your Comms VDW open as you fly (keep pressing [C] if it closes) so that you will know when to comm the planet — as soon as "Planetary Control" appears, send the comm signal. Keeping the planet off-screen will get you there two or three times faster than flying directly at the planet will.

— "Binky"

If you land somewhere and go to a booth looking for a mission (or news bulletin or wingman) but don't like what's being offered, try taking off and landing again. This usually resets the random offers in the booth.

— "Babyface"

If a main plot mission sends you to a particular planet, check the booth for missions that take place near your route or destination. Don't go out of your way, but if there is a mission within three or four jumps of your path, it's a good way to make some extra cash.

— "Space Cowboy"

You don't have to destroy the hostiles at a system jump (jump gate) before you jump through it.

— "DAVID"

Using Weapons

*The note sections in **Equipment**, pp. 50-65, include playtester input in weapons and modules descriptions. Tips on using these weapons are listed here.*

Weapons and module upgrades are often more important than ship upgrades. Shield and armor strengths do not vary much between fighters, and you can make up for a lack of speed if you fly well. The biggest benefit to purchasing a better ship is that you have more hardpoints for weapons and modules. I personally prefer a cheap ship with incredible weapons to one of the more expensive ships with a really sad loadout.

— "Wolf"

MODULES

Nuke 'ems are the coolest weapon (or toy) in the game. Take as many as you can afford — they aren't the most economical items, but they sure are fun.

— "Barnabus".

Don't waste your time with Decoys. They take up an entire module mount that could be used for something much better. If you can't take a missile shot or two, you probably don't belong out here, anyway!

— "Guido"

USING GUNS

In the beginning of the game, when you can't afford heat-efficient guns or a Coolant Unit, fire in short, controlled bursts. Pausing even slightly between shots helps to keep your guns from overheating. Try this while watching the gun temperature bar at the bottom of the screen.

— "rhea.."

If you prefer close-range battle, make sure you use Volt Lasers. They're no good from more than 150 klicks away, but once you're within that range, they kick ass.

"Guido"

Make sure that your gun bolts are hitting your target — if you look closely, you may notice that the bolts are falling right in front of or behind your target. If you have two guns, the enemy will sometimes fly between the bolts. Aim at your lead indicator and watch your target shield/armor display to make sure the bolts are landing squarely on your target. You don't want to waste valuable heat on missed shots.

— "rhea.."

MISSILES

If your target is moving in an erratic fashion, your missile may not be able to lock. The target indicator box on your screen won't tighten around the target at all and your computer does not announce a lock. If you can't get a missile lock, stop moving and let your target move away from you. This often corrects the problem. If not, take out the target with guns.

— "Wolf"

Missiles are good to use against capital ships — especially Proximity missiles and torpedoes, or a Banshee followed by another type of missile. This "softens" the cap ship up before you go in with guns.

— "Guido"

The Proximity is the best missile in the game — it's fast, delivers lots of damage and you don't have to be that accurate. The Python is the best until the Proximity is available. Whatever you do, avoid the Snipe — it flies straight, only hits something that isn't moving, and does little damage.

— "Wolf"

Combat Maneuvers

Concentrate on completely destroying one fighter before moving on to the next. A ship's shields will start to regenerate the minute you stop hitting them. If you switch from ship to ship, you're basically knocking down the shields of one ship, then breaking off to knock down another's shields. This gives the first ship a chance to recover. All of the effort it took to knock down the first ship's shields will be wasted if you allow them to get back up to full strength.

— "Wolf"

When an enemy is flying straight at you and starts to fire, fly in a spiral pattern, being careful to keep him on the screen. Your enemy will try to follow you, but his gun bolts will always be just a tad bit behind. When you eventually pass each other, you can turn around and lay into him, and you haven't taken any damage on the way in.

— "rhea.."

Any movement at all makes you a harder target to hit. In fact, one of the best "maneuvers" is to simply circle your nose while flying at your target. To do this, continue flying toward your opponent, but move your joystick around in quick circles. You will move forward (maybe a little more slowly than normally), but the nose of your ship will keep moving around, avoiding the stream of gunfire your enemy is aiming at you.

— "rhea.." and "Badman"

You can roll while you perform the above maneuver to avoid fire from other foes. To roll, hold down joystick button two and push the joystick left or right. (You might want to switch to an exterior view and try this out a few times to get a feel for what you're doing.) Rolls actually work quite well in this game — it seems that enemy pilots (or targeting computers) have a hard time calculating leads for circular motion.

— "Badman"

Personally, I believe that close-range combat is the only way to go, because you've got a much larger area to shoot at. You do have to be careful to keep from being blind-sided, but even this causes relatively little damage.

— "Guido"

To bring a ship into close combat, afterburn straight at it while avoiding its guns. Let it pass you up, then get behind it. Alternate [X] (match speed of target) and [Tab] (afterburners) to stay on its tail. As long as you're behind it, you've got the upper hand. ***— "Wolf"***

All fighter guns are mounted so that they face the front (just like your guns). This means they can't hit you when you're behind them. Shuttles, cruisers, cargo ships and military destroyers (basically, anything with turrets) are the only things that can fire at you when you're behind them. ***— "Babyface"***

Damage and Repair Costs

Once your shields have been breached, impact on each of the quadrants affects the following systems:

All	Shields/Armor	*Sides*	Engines
Front	Comms/Weapons		Flight Control
Rear	Afterburners		Shield Generators
			Targeting

The cost of repairing a system is a percentage of your ship's value. The percentage of ship value it costs to repair the following systems from full damage to full repair:

Afterburners	2%	*Shield Generators*	3%
Armor	5%	*Targeting*	3.5%
Comms System	3%	*Weapons*	3.5%
Engines/Flight Control	4%		

Each of the seven systems is subdivided into 25 units. (The Damage VDW has a small vertical bar for each unit.) A damaged system is less efficient; a system with 25 units of damage no longer functions.

Auto repair droids repair system damage, but do not repair armor (see p. 58).

Ships with Turrets

Capital ships, cargo ships, pirate shuttles and pirate cruisers defend themselves with turrets and require different tactics.

Fly on the underside of shuttles, where there are no turrets. If you can see the turret, it can hit you. Watch the shuttle — it will attempt to rotate so that its turrets are pointing at you. If you stay under it, it's a sitting duck.

— "Wolf"

All big ships will have at least one side without turrets — usually the back, top or bottom, depending on the ship. To destroy a ship with turrets, find its unarmed side and stay there as you pound away at the ship.

— "rhea.."

To take out a capital ship, lock on with missiles and fire off a few on your initial run at the "Big Guy.". If that doesn't quite finish him off, implement the *bob-and-weave* maneuver as you follow up with guns:

Bob-and-weave. The name of the game is to keep changing your position. Get about 50 klicks away from the *unarmed* side of your target and lay on that trigger. The Big Guy will start to roll so that he can turn his turrets toward you. Get on the other side at the first sign of a shot. (Turrets will eat you alive at close range.) Make sure that you concentrate your firepower at one specific spot, even if you change positions. It's best to target the front or rear — the sides of the destroyer are harder to keep in your sights as it rolls to put its turret toward you. Keep pounding until there's nothing left but space dust.

— "Guido"

Escorting Ships

The "Let's get going" comm signal starts an escort mission. Target the ship you are escorting and send it this comm to begin.

— "Babyface"

When you escort a ship, don't jump too far in front of it, or you'll lose it. Don't jump too long after it, either, or you run the risk of hostiles jumping in to prevent you from jumping. Target the ship you're escorting and watch its speed. The speed will drop to 100 kps just before the ship is going to jump. As soon as you see this, you should go ahead and jump.

— "Starsky"

If you're escorting your **own** cargo ship, afterburn as fast as you can to your destination as soon as you make your final jump. If your cargo ship jumped into local space with you, don't worry about waiting for him. If you land safely, he will too.

— "Starsky"

If you're on an escort **mission** (i.e., you're protecting someone else's ship), *let the ship you are escorting land first.* Many missions are set up so that the mission ends if you land before completing your objectives. In escort missions, the objective is often to make sure a particular ship lands safely. This means if you land before the ship does, you land before you've completed your mission objectives.

There's a neat cheat for escort missions. An escorted object travels from its starting point to its destination, whether you follow it or not. Accept the mission, then save the game before you take off. Send the ship you are supposed to escort the "Let's get going" signal and then hang around in space (go anywhere you like, but don't land) until you get the success or failure e-mail. You might want to travel to the place where you will pick up your reward (for cinematic missions) or take a load of cargo someplace else (again, don't land until you get a success or failure e-mail). If you fail, land and go back to your save game — the odds are at least 50/50 that the escorted ship will make it on its own.

— "Starsky"

Enemy Fighters

To get a better idea of enemy loadouts and skill levels, check out the **Ship Stats and Default Loadouts** charts, pp. 43-49. Tim "Wolf" Bell, our fearless test pilot, sacrificed countless lives to bring you the general tips below.

PIRATE CRUISERS

All pirate cruisers are bigger and meaner than military cap ships. They have hefty turrets, and they are 50% larger than a Monolith. Their turrets pack the same punch as military cap ships.

Kiowan Cruisers are the toughest ships in the game by a long shot. They are nearly impossible to kill without a Nuke 'em. They show up in the second-to-last mission of the main plot — see the write-ups for this mission (S: Rescue Nabakov) for specific advice on dealing with them.

BOUNTIES

As you've probably discovered, you receive a bounty for every hostile ship you kill. The exact amounts are 50 credits for pirate fighters, 100 for pirate shuttles and Kindred fighters and 500 for pirate cruisers.

CHIRICHAN

Demons are small and annoying, but don't hurt — they are the gnats of the the *P2: Darkening* world. Their size makes them very difficult to hit.

The Chirichan **Heron** is like the Jincilla Veldor — it is well-armed and a little on the slow side, but easy to kill if you can avoid its guns. You should make it a priority, though, because you could really take a pounding from one if you leave it alone long enough to concentrate on something else.

The **Testmos** has lots of armor and is a medium-to-fast fighter. It may take awhile to run one down and wear out its armor, but it's not impossible.

JINCILLA

The Jincilla **Skulls** are very hard to kill because they are extremely fast. They aren't particularly aggressive — if you don't shoot them, they tend to concentrate on everything else at the nav point and ignore you. If you do shoot at them, however, they've got great guns. Because of their speed, you could spend literally half an hour trying to take one out if you don't have a few good missiles. If you're out of afterburner fuel, there's no hope.

If you run across Skulls, your best bet is to wipe them out first thing with a missile, or at least slow them down so that you can finish them off with your guns. They are perhaps the only fighter that can't be readily killed with guns alone.

Veldors will rock your world if they get behind you — they have some pretty tough guns. However, they have surprisingly little armor, so they're an easy kill. Take them out first to lower the numbers.

Tacons look like a big silver footballs. All of the guns are in the very front, so if you can get even slightly behind them, you have the advantage. If you have to approach one head-on, circle your nose so that it can't hit you (rotate your joystick around in quick circles — see **Combat Maneuvers**, p. 90). Fly past the Tacon and swing back around behind it.

KIOWAN

Kiowan Shuttles seem to be everywhere. They pose no real threat, for they don't tend to fire at you at all unless provoked. In fact, if you leave them alone, they will usually jump out of local space without ever engaging you.

Vectors are big, slow and dumb. It shouldn't be too difficult to get behind one and attack from the rear, and they are really easy to hit because they are so big. They're not at all hard to kill.

If Chirichan Demons are the gnat of the P2 world, then Kiowan **Krell** and **Leighat** are the mosquitoes. They are decently armed mosquitoes, however, so whatever you do, don't fly straight at either.

PAPOGOD

All **Papogods** are pretty tough to deal with. Their guns may not be that powerful, but these ships are quick and erratic, have tough armor and are extremely aggressive. Their unpredictable flight patterns are the most difficult factor to deal with — it's hard to lead them accurately with guns. Missiles sometimes have difficulty locking on them as well.

Temblers regenerate shields particularly fast. They wheel about, stop and then start quickly, making it hard to train your guns on them for very long. And as soon as you stop hitting them, they move away and regenerate their shields.

KINDRED

The **Vendetta** is the only ship in this game that you can easily outshoot. If you have more than one gun, you can take one out by flying straight at it and firing non-stop. If you have any firepower to speak of (and decent aim), it should crumple before you.

Blades are medium-fast, and you have to get behind them to really deal them a serious blow. (Otherwise, you're too busy dodging gunfire to stay on one for very long). Unless you're a wealthy hotshot, they'll likely have significantly better guns, so don't go head to head with one if you can avoid it.

Blades don't really have much armor, so they are easy to kill if you can keep from being killed yourself. If you run into multiple Blades, however, you've got problems.

Notes on Mission Types

SEARCH AND DESTROY

In search and destroy missions, you must find a particular ship, convoy or band of ships and destroy it.

- Make sure you remember exactly who it is you need to take out. Some missions penalize you for taking out any ships other than those that are your mission objectives. You can call up your diary in mid-flight ([Alt][D]), or check the **Mission Notes** chapter of this book (pp. 112-269) if things get confusing.
- You may be asked to join a strike force. This basically means you get free wingmen. Be careful to avoid intiating friendly fire, however — if you hit your allies one too many times, they may turn on you.

DEFEND

These missions require you to fly to a nav point and defend either a base, a convoy or all ships of a certain type against attackers.

- Make sure you pay close attention to exactly which ships you are to destroy and which you are to protect. Mission success usually means destroying all enemies and keeping all (or most) of the ships you're defending alive. You won't get paid for friendly fire.
- If you're defending a base, don't worry about it getting destroyed. (It can't be killed.) Just take out the bad guys.

PATROL

Patrols require you to fly through a couple of nav points and take out hostiles. You're paid even if you patrol without any incidents. You *won't* get paid if you encounter hostiles and don't destroy them.

- Be sure to go through all of your nav points. Missing one may cost you your reward.
- Check the News Bulletin database to see if there are any huge profits to be made along the way. You may want to bring along a cargo ship.

RECON OR ID

You are not required to kill anyone on these missions. Just fly to your nav point and ID specific targets.

- To ID a ship, select it as your current target. Then, open your Target VDW and fly toward the ship. When you approach within about 20 klicks, the second line of text in the VDW changes from "???" to a ship ID number.

ESCORT

See **Escorting Ships**, p. 93.

PICK-UP/DELIVERY

Some assignments ask you to go to a particular nav point and pick up jettisoned cargo, then take it to a predetermined location. In order to get paid, you need to protect the cargo until you pick it up, then surivive until you reach its destination. You will be credited upon landing.

- To pick up something, target it ([A] cycles through targets), then press [F] to tractor it into your hold.
- You do *not* need to hire a cargo ship to complete a cargo mission. Your hold can actually hold unlimited amounts of cargo, although you are limited as to what types you can bring aboard. You can tractor in cargo packages (not cargo ships, however), stranded pilots and escape pods.

RESCUE/SOS

Occasionally, a rescue mission may not pay you anything. Still, many very wealthy people seem to run into trouble, and they can be very grateful.

- You may be asked to tractor in an ejected pilot. Target the pilot ([A] cycles through targets) and press [F] to tractor him or her in.

Wingmen for Hire

You'll find several wingmen for hire through the CCN Bulletin Board database. Their reliability and skill vary widely, so shop wisely.

Controlling Your Wingman

You can send your wingman three commands:

What's Your Status?	Wingman reports ship status.
Attack Targeted Object	Wingman attacks the ship you currently have targeted.
Hold Position	Wingman stops and remains stationary until you give the Attack command (but if attacked, will defend himself).

Wingmen Statistics

Pilot. Name of the pilot as it appears on the Bulletin Board. These are organized by Rate in the table, and alphabetically in the individual descriptions.

Fee. The pilot's fee (in credits) for *one trip only*. This amount is deducted from your credit account as soon as you click ACCEPT on the pilot's Bulletin Board hire notice. The pilot will take off when you do and fly with you until you land.

Ship. Freelance wingmen provide their own ships. These ships carry the default loadouts listed in the **Ship Stats and Default Loadouts** charts, pp. 43-49. *(**Note:** The* **Sk***ill level listed for each pilot supersedes the default skill levels given in the* **Ship Stats and Default Loadouts** charts.*)*

Sk. This is a combined rating of both the pilot's general piloting/maneuvering and weapons **Sk**ill. The higher this number, the better the pilots flies and the more accurately he or she shoots.

Wingman stats are in order from lowest to highest fee.

Pilot	Fee	Ship	Sk	Page
Pinet El-Susse	120	Aurora	1	103
Lazenby Simpson	180	Velacia	2	107
Leon J. Spudley	215	Heretic	3	108
Lerissa du Voille	240	Faldari	3	103
Norus Heggardly	240	Faldari Mk II	3	104
Vicksen Aureola	260	Skecis Mk II	4	101
Alopecia Cook	265	Heretic	4	102
Cinquante Delores	265	Jendevi	4	102
Bruiser McDoozer	265	Aurora	4	105
Jak Perdies	275	Duress	4	106
Delphinius	280	Aurora	4	102
Tallboy Rickardson	280	Shaman	4	107
Welppe Iuvenil	325	Faldari Mk II	5	104
Phungid Mykofyle	325	Faldari Mk II	5	105
Iuste Suttilis	325	Kalrechi	5	109
Eryl Barsteadly	335	Shaman	5	101
Clevis "Guts" Nugget	335	Freij	5	106
Monk Skungous	340	Straith	5	108
Brad Califaryan	360	Velacia	6	101
Paetas Sturge	365	Karnenan	6	108
Hengist Magnusson	380	Duress	6	104
Ignatius Furorum	390	Velacia	6	103
Jaren Xi	415	Danrik	7	109
Murray-Thew Latchford	425	Duress	7	105
Orpheus	465	Icarus	8	106
Liston Sativa	495	Drakkar	8	107

Wingman Bios

(In alphabetical order)

VICKSEN AUREOLA

"Mmmmmmm ... I'm feeling hot today."

Fee 260
Ship Skecis Mk II
Sk 4

Pilot, Pin-Up and Philanderer, Aureola is a favourite with traders both in and out of the cockpit. Whereas her buxom charms have generated her a healthy income and widespread recognition across the Tri-System, she chooses to devote the majority of her time to piloting the fighter Bathukolpian. Although her skills are not fantastic, she is a dedicated and persistent wingman, whose hire fee belies her level of commitment. One added bonus is that her fame as a model often leads to assailants feeling reluctant to attack her — usually to their demise.

ERYL BARSTEADLY

"Kites at 1400 hours. Toodlepip!"

Fee 335
Ship Shaman
Sk 5

Of all the families on Janus IV, the Barsteadly clan is indubitably the oldest, snobbiest and most inbred. Relics in their family museum date back many thousands of years, and it seems that Eryl (youngest son of the present Duke Barsteadly) developed an obsession with stories in a piece of crude, antique literature that described the antics of the pilots of primitive aircraft. Eryl's conversation is now liberally peppered with meaningless phrases culled from this source. As a wingman, he is competent, with his fighting ability lent extra verve by his insistence on using ancient, unwieldy — yet surprisingly effective — combat maneuvers.

BRAD CALIFARYAN

"Mess with the best, die like the rest." (and other clichés)

Fee 360
Ship Velacia
Sk 6

Having graduated top of his class at the Hades Aeronautics Martial Academy, Califaryan snubbed entry into the Anhurian Starfleet in favour of freelancing as a mercenary. Brash, arrogant and impulsive, he is still something of an unknown quantity; his statistics on military simulators are impressive indeed, but there is a significant difference between theory and practice. The few contracts he's taken have been successes, but he has yet to be truly tested, and his hot head and inexperience may well fail to justify his high price.

"D'ya want some? I'm 'andy!"

Fee 265
Ship Heretic
Sk 4

ALOPECIA COOK

All mouth, no trousers. That's the only fair assessment of Ser Cook; known as the largest bore weapon in the galaxy, his voluminous braggadocio rings loud throughout every recruiting hall and drinking establishment in the Tri-System. He is not unskilled — poor pilots rarely live long enough to boast at all — but he certainly ranks among the most cowardly wingmen ever to put glove to joystick. He's cheap, sure, but unless you envisage facing no more than equal numbers of enemies on your voyage, you're best advised to leave him propped up at the bar in his own inimitable fashion.

"Because it just is, OK?"

Fee 265
Ship Jendevi
Sk 4

CINQUANTE DELORES

Originally an inter-system translator for the diplomatic corps, she ditched the 9 to 5 monotony in favour of living on the edge as a gun for hire. Her diminutive stature belies her ability; her father was the legendary cruiser captain Pietr Velasquez Delores, and she learned combat skills at his knee, only to put it all aside to marry a Hephaestan ex-poet. Following her husband's death in a freak shaving accident, she returned to her original vocation, where she is a solid, dependable and reassuringly natural-blonde wingwoman.

"Hang on, I'm watching something."

Fee 280
Ship Aurora
Sk 4

DELPHINIUS

A curious being, Delphinius is unique in the Mercenary Guild as the only wingman who flies exclusively on autopilot, all the time. The main reason for this, some have suggested, is that he hasn't the first idea of how to fly a ship, but likes the lifestyle anyway, furiously screaming down anyone who questions his abilities. His only supporters are rumored to be as hapless as the man himself. A fiendish exponent of ducking and diving in a dogfight, he won't contribute much during combat, leaving you with ... well, nothing much at all, really.

LERISSA DU VOILLE

"En garde, maggot filth!"

Fee 240
Ship Faldaril
Sk 3

The scion of an Anhurian banking family, du Voille is a prime example of the so-called "poor little bitch girls," wealthy and educated females who rebel against their upbringing by exposing themselves to severe risk. Sporting big hair and Satanic tattoos, du Voille flies like a woman possessed and has frequently been seen employing the extremely hazardous "head-on" attack, afterburning straight toward her foe with guns blazing. However, she can also be extremely petulant, and employers are warned that she has been known to abandon her charges on a whim.

PINET EL-SUSSE

"What pirate?"

Fee 120
Ship Aurora
Sk 1

Some poor souls cannot help but be drawn into the ruthless world of mercenaries and pirates, attracted to the danger and excitement through their own inadequacy. El-Susse is a prime example, a bespectacled buffoon whose ineptitude behind a joystick is matched only by the poverty of his aim. Pilots of his calibre die by the dozen every hour of the Standard Day, but despite all the odds, El-Susse has managed to come through unscathed, largely through blind luck. If you're thinking of hiring him, note that his very low hire fee is an accurate representation of his use, though some of his good fortune may well rub off on you.

IGNATIUS FURORUM

"Gonna batter and fry your ass, amateur."

Fee 390
Ship Velacia
Sk 6

Some pilots operate on adrenaline. Some stay on edge through sheer terror. Furorum is motivated solely by anger of his previous life being shattered overnight. Originally a mild-mannered janitor on one of Leviatha's deep-space fish farms, he became unwittingly caught up in one of the last Cod Wars and, through a series of events that are unlikely to become clear again in the near future, has been on the run ever since. In the cockpit, this loss of his dearly loved job translates into ferocious, uncontrolled aggression. Previous employers have remarked how amazed they were to see Furorum throw himself headlong into the fray (despite being hugely outnumbered), only to emerge victorious as his enemies succumbed to or fled from his relentless assault.

"Look at the size of those Nebulas."

Fee 240
Ship Faldari Mk II
Sk 3

NORUS HEGGARDLY

A promising career in unpopular music met an untimely demise when Heggardly wiped out the rest of his group, *Apoplexy*, with one bass solo too many due to "musical differences." Since then, he has been on the run from his record company, briefly laying low in the guise of a biology master at the Van Vista Finishing School for Young Ladies in the Hom system. Although a highly skilled combateer, Heggardly nevertheless persists in letting clients down. Many years of living in the fast lane have taken their toll on his short and long term memory — he has even been known on occasion to forget whose side he is on in the middle of a dogfight! Very much an unfathomable force, you just never know what he'll do.

"Gee, look, pirates. Let's get 'em!"

Fee 325
Ship Faldari Mk II
Sk 5

WELPPE IUVENIL

Wetter behind the ears than a Bexian Diving Elephant, Iuvenil is a prime example of the many young men eager to risk death in the search for fame and (more importantly) fortune. Although the code on his pilot's license is still bug-free, he seems more than keen to throw himself into the fray, and his hire fee is a clear indication of this. As to his abilities, well, who knows? He could be another Sativa or space debris within the week. The choice is yours.

"Aaaaaaaargh!"

Fee 380
Ship Duress
Sk 6

HENGIST MAGNUSSON

Ser Magnusson was only recently released from the Crian State Mental Rehabilitation Facility, following treatment for Severe Neurochemical Psychosis (sustained after Magnusson was accidentally exposed to experimental nerve toxins while delivering prisoners to Hades). Despite extensive leucotomy, Magnusson still persists in his belief that he is a mythical warrior known as a Wyking, and flies into berserk rages whenever faced with a combative situation. However, his skills as a pilot remain undiminished, and his fearless demeanour has made him a favourite wingman among merchants, especially those attempting the perilous Dreby-Gastrin run.

BRUISER MCDOOZER

"Let's be 'avin' yer, then!"

Fee 265
Ship Aurora
Sk 4

Brutish, crass and bullying – the three adjectives most commonly used in conjunction with McDoozer's name. Shunned by most of the mercenary community for his obnoxious ways, McDoozer is usually mercilessly pounding some unfortunate bloke in a bar brawl within hours of completing a mission. Indeed, he wouldn't be tolerated at all were it not for his prowess in the cockpit. Fortunately for him, he is as skilled with laser and missile as he is with boot and bottle. If you wish to add a little thuggish brutality to your convoy's defenses, McDoozer's the man.

MURRAY-THEW LATCHFORD

"Has anyone seen my rucksack?"

Fee 425
Ship Duress
Sk 7

Originally a hot air balloon pilot on Bex, she made the decision to go freelance in search of excitement, adventure and the odd afternoon off. Not an exceptional pilot by any means, she is still a good hire because of the ferocious computational and fire power that her expensively modified ship possesses. A good all-round hire, all the same.

PHUNGID MYKOFYLE

"I smell trouble."

Fee 325
Ship Faldari Mk II
Sk 5

Life as an escort pilot is nothing if not strenuous. With the constant fear of death and the unremitting slaughter going on all around, it's not surprising that the pilots who survive develop their own idiosyncrasies and foibles. For Mykofyle, the price he's had to pay for survival is the acquisition of chronic agoraphobia. He has refused to leave the cramped confines of his ship for at least two years, and the stench on board is reputedly ferocious, with mould, algae and the like coating every surface. However, all this doesn't seem to have affected his abilities as a mercenary, and he is a reliable, able escort.

"Gonna kick your ass, sea bass!"

Fee 335
Ship Freij
Sk 5

CLEVIS "GUTS" NUGGET

The fattest pilot ever to achieve triple-Ace status, "Guts" Nugget's corpulence and appetite are standing jokes among the mercenary community. (It is rumoured, for instance, that his ship's cockpit had to be specially widened for him to sit in it.) A habitué of the Galactic Gourmet, he has traditionally spent every deca-credit of his hire fee on luxurious foodstuffs before his retro-jets have cooled. It is fortunate for him that his skills warrant such prodigious expenditure; he is more than competent as a combat pilot, and his appetite means that he is most unwilling to desert a paying client. All in all, a good hire; just don't stand him lunch.

"Look behind you."

Fee 465
Ship Icarus
Sk 8

ORPHEUS

Among the annals of escort pilots, none is more mysterious than the feared Orpheus. Contactable only through an anonymous mail link, this pilot's name, appearance, and even gender are unknown. His (her?) coolness in combat is famed, his flying of incredible precision and his aim unerring. Orpheus' combat style is in line with all great aces — attacking from the blind spots above, below and behind. His only failing is his loyalty — if he considers a battle unwinnable, he will just quietly slip away, although instances of this happening are rare.

"Another death, another dollar."

Fee 275
Ship Duress
Sk 4

JAK PERDIES

Workmanlike. That's the best description for Jak — a competent pilot flying for a living, nothing more. Good enough to stay alive, not talented enough to earn the really big bucks, Jak shuttles his battered cruiser back and forth on job after job, entering combat only when absolutely necessary. You get what you pay for — if he takes the job (and he has been known to turn down missions that strike him as particularly dangerous), you'll have him by your side until you touch down; his reputation isn't strong enough for him to risk running away.

TALLBOY RICKARDSON

"God, it's cramped in here."

Fee 280
Ship Shaman
Sk 4

Very few Karatikian mutants drift into the life of escort piloting; by and large, they prefer to exercise their superior physiques in more physical pursuits, and their large, muscular frames are ill-suited to the confines of a fighter cockpit. Rickardson is an exception, drawn to the profession by the twin lures of glory and profit. This has not been without mishap; his discomfort often leads to him being twitchy and overeager to finish a mission, and a significant amount of his income has gone toward repairing the damage caused to controls by his sheer, brute strength. However, he is an able and relatively inexpensive wingman, well worth a look.

LISTON SATIVA

"Don't worry — I'll leave you one."

Fee 495
Ship Drakkar
Sk 8

Whenever pilots gather, they speak in hushed tones of those whom they admire — Magnusson, du Voilla, Orpheus and the like. However, when *those* pilots get together, they speak of one man, and one man only — Liston Sativa. Without doubt the most masterful pilot the Tri-System has ever seen, his ability represents the acme of the warrior's art: beautifully intuitive flying, compounded by supernaturally accurate aim. Savage ferocity tempered by iron discipline. An irreproachable sense of honour matched by ice-cool strategic analysis. When things heat up, there is no one you'd rather have on your side. If you can afford him.

LAZENBY SIMPSON

"I'm gonna get you now."

Fee 180
Ship Velacia
Sk 2

In the good ship *Appleseed*, Lazenby Simpson cruises the galaxy looking for the unrighteous to bring to justice. A distinctive figure in his Cuban heels, lime-green astrakhan leisure suit and floppy brimmed hat, he is without doubt the best-dressed wingman in circulation (not to mention a favourite at social gatherings, with his sartorial elegance and ready wit). Unfortunately, his flying skills aren't as colourful as his wardrobe; although possessed with a certain natural flair, and with numerous kills to his credit, he is too erratic to be trusted with hazardous missions, and is more suited for added security on the less dangerous routes.

"Let us prey."

Fee 340
Ship Straith
Sk 5

MONK SKUNGOUS

Of all the weird and wonderful religions that the Tri-System supports, without doubt the most paradoxical is the Sacrilegious Order of the Murdering Monks of Malefiction. Worshippers of a beneficent deity, they selflessly condemn themselves to spiritual damnation by murdering those they feel worthy of salvation. A victim of unlawful killing automatically achieves entry into their Paradise.

Brother Skungous is a member of a splinter group known as the Maudlin Monks, who have noted that, hellbound as they are, they will not be reunited with those they consider worthy of transcendence. Therefore, to make eternal damnation more pleasant, they kill instead those unworthy of entrance to Heaven, and spare those they consider worthy in the hope that they will achieve damnation through their own actions, providing the Monks with good company for their eternal suffering. Skungous has taken the opportunity to mix religion with business — after all, he's damned anyhow, so big bucks pleasure borgs won't do him any spiritual harm, will they?

"You couldn't hit a cow's backside with a spade."

Fee 215
Ship Heretic
Sk 3

LEON J. SPUDLEY

Of all the Tri-System planets, Bex has spawned the least warriors. An exception to this is Leon J. Spudley, a strapping farmer's son whose natural proficiency with the scatterpistol and electric crossbow and skill driving a hovertraktor have translated into above-average pilot skills. A simple soul, Spudley's rural ruggedness has made him a tenacious and outstandingly loyal wingman, although on dangerous trips a second, more skillful wingman is recommended.

"Here we go again ..."

Fee 365
Ship Karnenan
Sk 6

PAETAS STURGE

Experience counts for a lot in this game, if only due to the fact that there's very little of it about; few pilots last beyond the two year mark, whether due to death, loss of nerve or retirement. Ser Sturge is the longest of the long-timers; he's been at it for over 10 years now, though a mixture of luck and judgment, and what he doesn't know about interplanetary haulage and piracy could be written with the electrons of a hydrogen atom. A very handy addition to your convoy, whatever the assignment, but he doesn't come cheap.

IUSTE SUTTILIS

"See that ship? Watch this ..."

Fee 325
Ship Kalrechi
Sk 5

Being an escort pilot is not exactly what you'd call a vocation — the danger is considerable — unless the calling you feel is an irresistible urge to acquire large sums of cash. The sums involved mean that many people drift into the profession through their possession of relevant abilities. Suttilis is a prime example; a medalist in the Inter-System Firearms Championship (he took Gold in Beam Weapon/Pistol and Beam Weapon/Rifle), he decided to apply his phenomenal accuracy to more practical purposes. The wisdom of his decision is clear — although an undistinguished pilot, his aim and vision are so good that he has often destroyed enemy vessels before other pilots have even seen them.

JAREN XI

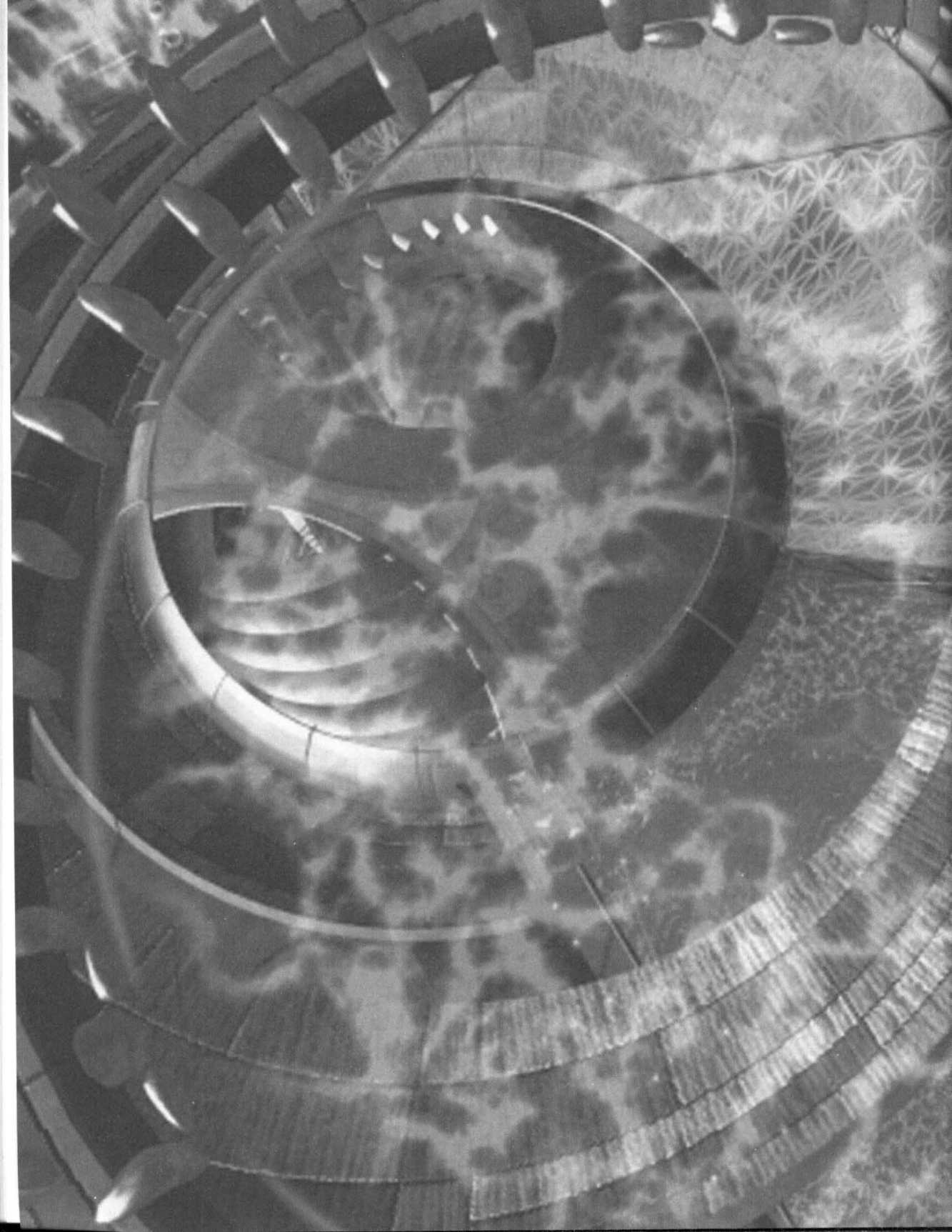
"Softly, softly, catchy missile."

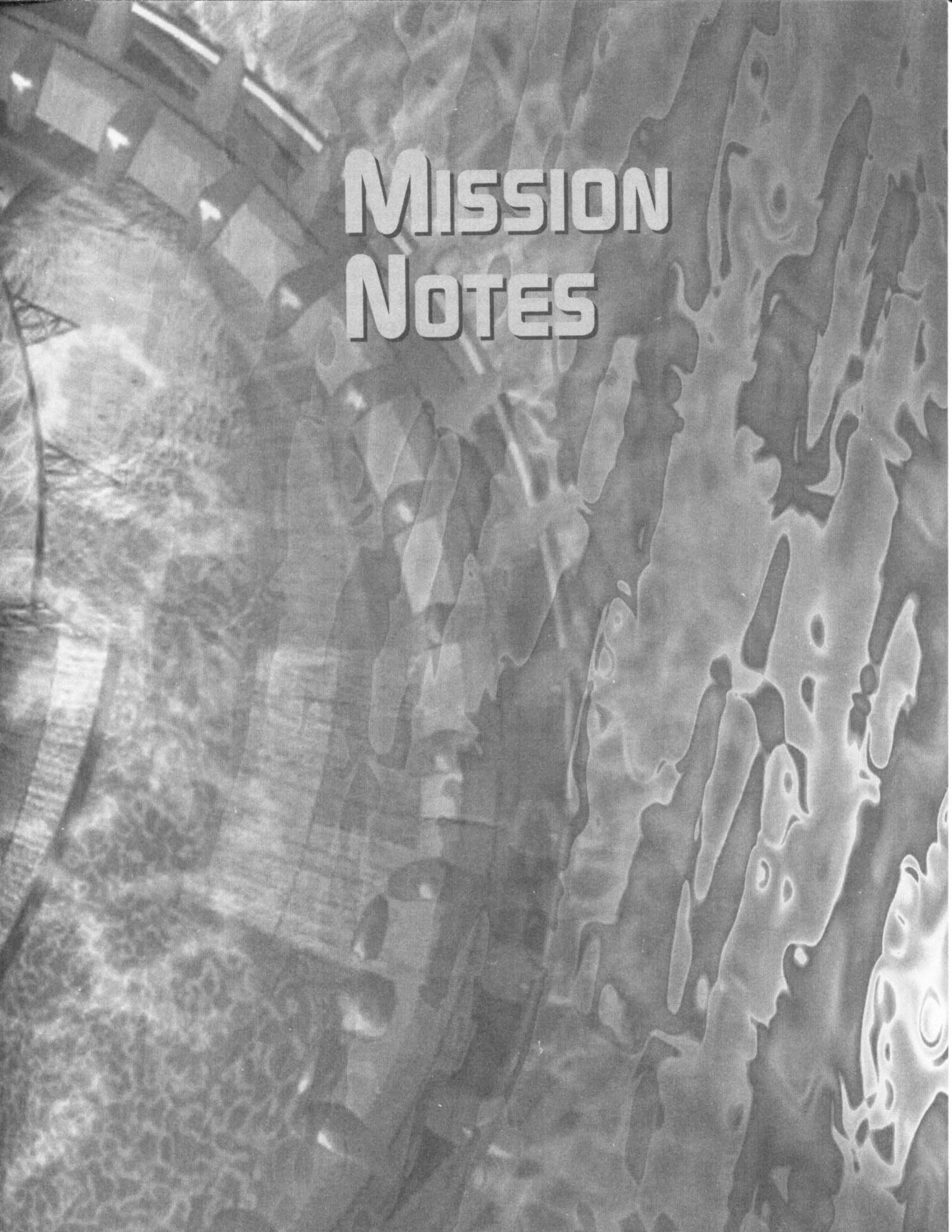
Fee 415
Ship Danrik
Sk 7

Xi is a member of a nomadic asteroid-mining 'tribe-company.' Displaying a natural flair for piloting fighter craft, he was soon tasked full-time with the defence of the vulnerable drilling rigs and homedomes, honing his combat skills to their present level. Having left the clan to seek his fortune, he has been embroiled in some of the system's most notorious encounters, such as the Khamrad Belt Ambush and the Bel-Dhangri Affair, where he single-handedly accounted for over 15 devotee craft. Although he is clinical and ruthless in combat, prospective employers should nevertheless be warned of his propensity for quoting obscure, Asiatic mystical texts.

Wingman Contracts

A wingman sings on for just one run — he's with you through thick and thin, until you land at a planet or station. Note that if you land at an Equipment, Repair or Commodity Station, your wingman checks out, and you can't hire another wingman until you reach a planet or super station.




MISSION
NOTES



Main Plot "Missions"

In *Privateer 2: The Darkening*, the main plot is more of a riddle than a dogfight. You're on a quest to rediscover your identity, and at first, "missions" involve talking to people and getting information out of the Public Records. The fighting comes later, after you and the people who tried to kill you in the opening movie sequence of the game find out who you really are. Hopefully, you will have cut your teeth on some cinematic and bulletin board missions by then.

General Notes

The suggestions below will help you get through the main plot. **Main Plot Diary Entries/Outline**, p. 114, lists the steps you must follow in sequential order if you want to finish the main plot missions. **Main Plot Mission Notes**, p. 116, gives specific advice for each mission — such as what to look for in Public Records or what the consequences for the choices in a conversation are.

DEAR DIARY

Your diary is the key to keeping track of where you are in the main plot and in additional missions. Diary entries tell you who or where to go to next to get the next level of information. Some of these apply to main plots and others to additional missions — the main-plot-specific entries are listed in **Main Plot Diary Entries/Outline**, p. 114.

To access your diary in-flight, press Alt D. Click EXIT or press Esc to close it.

To access your diary while you're on the ground, press P to call up your PAD. Click on the top arrow. Diary info appears on the left. Click EXIT when you're done.

MAKING MONEY ALONG THE WAY

You're going to need money to get information out of some of the guys you meet in the main plot. You'll also want a decent ship and loadout by the time you get to the main-plot combat missions. When a main plot mission sends you somewhere, it's a good idea to check the Bulletin Board and see about making a little bit of money — making a delivery to the same planet, or perhaps doing a little scouting along the way. A trade run is another good idea — check the News Bulletins in the game (see **Getting Rich Quick**, p. 78) and the **Commodity Price Chart**, p. 75, to see if there's a profit to be made at your destination.

SAVE YOUR GAME

The plot was designed so that you can fly additional missions on the side, but *you should always save after each leg of the main plot.* Every action in the main plot triggers the part that comes after it. If you die, you'll have to go back to your last save game and work your way back through the plot sequences until you catch up back to where you were.

Main Plot Diary Entries/Outline

The diary entries that form the steps of the main plot are listed below in chronological order. (Each step triggers the one after it, so you have to go through all of them in the order that they are listed.)

The mission name and page number in the Main Plot Notes column indicate where to go for more information.

DIARY ENTRY	MAIN PLOT NOTES
Maybe I should pay a visit to the hospital that treated me.	**A: Dr. Loomis** (118)
Maybe my consultant, Dr. Loomis, can help me.	**A: Dr. Loomis** (118)
Visiting Dr. Loomis wasn't as helpful as I anticipated ...	**A: Dr. Loomis** (118)
Check out the *Canera* record in the booth (M835-235M).	**B: *Canera* Files** (120)
Check out Hal Taffin in Public Records.	**B: *Canera* Files** (120)
Check out Taffin Reclamation in Public Records.	**B: *Canera* Files** (120)
Better pay this Hal Taffin a visit; his office is on Crius.	**C: Hal Taffin** (121)
Visit Angus Santana at Interplanetary Aid on Anhur.	**D: Angus Santana** (122)
Check out Cryo Pod serial number D285/067N.	**E: Finding the Pod** (123)
Need to find Shernikov Medical's address.	**E: Finding the Pod** (123)
Pay a visit to Shernikov Medical Equipment on Crius.	**F: Shernikov** (124)
Pay a visit to Jan Mitorr on Janus IV.	**G: Jan Mitorr** (125)
Kappa Labs is on the edge of the Tri-System; go check it out.	**H: Kappa Labs** (126)
Looks like someone was desperate to get that pod ...	**I: Rescue Hassan** (127)
Meet David Hassan at Nav Point 140 as soon as possible.	**I: Rescue Hassan** (127)
Better go meet David Hassan on Hades.	**J: Who Is Hassan?** (129)
Better check out the records of Blessed Aquawine on Bex.	**K: Blessed Aquawine** (130)
Might as well check out Hugo Carmichael in the booth.	**K: Blessed Aquawine** (130)
Hugo Carmichael lives on Bex. Might as well pay him a visit.	**L: Meet Hugo** (131)
Rendezvous with Hugo Carmichael in orbit around Bex. Escort him to Hephaestus.	**M: Cover Hugo's Butt** (132)

DIARY ENTRY	MAIN PLOT NOTES
Hugo is at the Galactic Gourmet on Hephaestus.	**N: Galactic Gourmet** (134)
I need to get this capsule cracked. Joe at Sinners probably knows someone.	**O: Code Breaker** (135)
Not too much to go on. Malakai is dead ...	**O: Code Breaker** (135)
Rendezvous with unknown ship near Petra.	**P: Rhinehart Run** (136)
Rendezvous with unknown ship near Leviatha.	**P: Rhinehart Run** (136)
I hope this guy gets back to me soon.	**P: Rhinehart Run** (136)
Better go meet David Hassan on Hades.	**P: Rhinehart Run** (136)
I don't know who this guy is, but ... Better rendezvous with Hassan in space ...	**Q: Hassan the Hero** (137)
Time to save the prison ship at Nav Point 24.	**Q: Hassan the Hero** (137)
Meet Hassan back on Hades.	**R: Rhinehart Redux** (140)
I need to go and help Shelia Nabakov; she is going to be ambushed.	**S: Rescue Nabakov** (141)
Need to get to Nav Point 36 before it's too late.	**S: Rescue Nabakov** (141)
I must meet Kronos.	**T: Kronos** (143)

"Losing Path" Diary Entries

You can get on the losing path **temporarily** if you don't have enough money to buy information from someone. Go earn the money you need and come back.

C: Hal Taffin (121) Better pay this Hal Taffin a visit; his office is on Crius.

(Basically, the entry that sent you to Taffin stays until you go back with the money to pay him.)

O: Codebreaker (135) Better get some cash if I'm going to get this thing open.

Incidentally, nobody in this game will cut you a deal. They'll keep refusing you until deliver the credits they're asking for.

You can get on the losing path **permanently** by losing some of the later combat missions:

Q: Hassan the Hero (137). Shit. Guess I'd better get used to the life of a drifter ....

S: Rescue Nabakov (141). That's it, brother, the prodigal son is coming home ....

Main Plot Mission Notes

The plot notes on the following pages are organized into missions. Each mission is basically one more step towards figuring out who you really are — another conversation, trip to the computer or space fight.

The mission notes on the following pages will often go through a series of steps in a certain order. Each step in the game triggers the next — ***you must follow all the steps listed in order.*** *For example, even if you've looked ahead in this guide and discovered that Taffin Reclamation is on Crius, Taffin Reclamation won't appear on the transit map of your PAD until you 1) get the e-mail from Dr. Loomis, 2) check out the Canera record in the booth, 3) check out the Hal Taffin record, and 4) check out the Taffin Reclamation record.*

INFORMATION IN ALL MAIN PLOT NOTES

Diary Entry. This section lists diary entries discussed in this mission note.

Mission Type. In the main plot, you'll encounter three basic types of missions — *cinematic, data-gathering* and *combat.* Additional information given for each type of mission is detailed below.

Who and Where. This basically tells you how to start the mission — which location to travel to, which person to click on, and/or which database to access.

Next Step. Where do you go from here? This section lists the next person to talk to, place to go or data to uncover.

ADDITIONAL INFORMATION

Additional information given in the mission notes depends on the type of mission being described.

Cinematic Missions

Cinematic missions usually involve meeting and talking to someone. Some of them are simple flicks (movies that you just sit back and watch), while others require you to make a choice that determines what happens next.

Conversational Choices. Lists any choices that must be made in the conversation and what the consequences are for each option.

Key Information. Summarizes what you need to remember about the conversation.

Research Missions

These missions require you to look something up in the booth, usually in the Public Records. (To access the Public Records, go to a customs area and click on the booth. These look different on different planets, so move your mouse around until you find it. One of the buttons on the main menu is PUBLIC RECORDS.)

Key Information. Summarizes what you need to learn in your research.

Combat Missions

In combat missions, you actually have to jump in your ship and save (or blow up) someone in particular. The notes for these missions have a **Combat Information** section. This section is the same as the **Combat Information** section of the **Additional Mission Notes.** See p. 149 for details.

Mission A: Dr. Loomis

Diary Entries

Maybe I should pay a visit to the hospital that treated me.

Maybe my consultant, Dr. Loomis, can help me.

Visiting Dr. Loomis wasn't as helpful as I anticipated. I had better extend my search elsewhere.

Mission Type

Cinematic

Who and Where

Dr. Loomis was the neurosurgeon who was in charge of your case at the Crius hospital. (Not the woman with the long ponytails who got shot — that was Dr. Frevel.) To find Dr. Loomis, head for Crius.

If you've already been to Crius, you triggered a flashback movie when you landed, in which Dr. Frevel explains who Dr. Loomis is. If you're going to Crius for the first time now, you'll see this flick as soon as you land.

From customs, go to the EXIT TO TRANSIT area. On your PAD's transit map (which pops up automatically when you exit an on-planet location), click Crius Hospital. Your character gets in a taxi and heads for the hospital.

Once you're there, click on the receptionist. This triggers a flick that takes you into the conversation with Dr. Loomis.

CONVERSATION CHOICES

Dr. Loomis. *I'm sorry Ser Arris. But I don't think I'm in any position to help you.*

CHOICE	CONSEQUENCE
I wonder if leaning on him a little would help.	He tells you all he knows.
Maybe I should back off a little.	He tells you all he knows.

KEY INFORMATION

It's hard to tell whether Loomis is very nervous or simply uncooperative by nature. He eventually gives you a bit of information, though — he tells you that the Cryo Pod you were found in was custom-built and had no registration number or planet of origin. It was at least ten years old. He says it was confiscated. He claims that is all he knows about the matter.

In case you missed a bit of information in either the opening movie sequences or the flashback:

You were revived in Crius Hospital from a deep cryonic sleep. You were put into this sleep because you were suffering from a rare, degenerative disease that attacks structural tissue that was incurable when you were frozen. A cure has since been discovered and was administered to you before you woke up.

No one, including yourself, knows who you are. The name Lev Arris was on the Cryo Pod you were found in, so everyone assumes that's your name. (Cryo Pods are the devices people are suspended in when they are frozen.) All of the records for Lev Arris have been inexplicably erased.

NEXT STEP

You won't learn anything else until you've landed five more times. Use this time to make a little money trading or taking missions, and one or two additional missions might be triggered within this time.

After five landings, you'll receive the following from Loomis:

E-Mail. (Dr. Loomis) I've gone through some of the files on your case, and I think I may be able to help you after all. Check out the cargo ship "Canera" (M835_235M) in the Public Records. The information has now been released, as the inquiry into the crash has finished. Take care, Ser Arris.

Mission B: The *Canera* Files

If you're a little lost as to the significance of the cargo ship Canera, *it's the ship that crashed on Crius in the opening sequence of the game. You were in the* Canera *when it crashed, but you were frozen inside a Cryo Pod, so you didn't die in the crash. Nobody seems to know anything else about you. If you want to figure out who you are, so far the* Canera *is your only lead.*

Diary Entries

Check out the *Canera* record in the booth (M835-235M).

Check out Hal Taffin in Public Records.

Check out Taffin Reclamation in Public Records.

Mission Type

Research

Who and Where

In a customs area, click on the booth. Choose the VEHICLES database. Look for M835_235.

KEY INFORMATION

The *Canera* record mentions a salvage contractor named Hal Taffin. Check out Hal Taffin's record in the PEOPLE database. This record mentions Taffin Reclamation. Check out Taffin Reclamation in the COMPANIES database to find out where it is. This information is now automatically entered into your PAD so you can go there by transit.

NEXT STEP

You should now go visit Hal Taffin. He's on Crius, and you're already there, so you might as well do it now. However, if you have other pressing business, he'll stick around until you come back, no matter how long that takes.

Mission C: Hal Taffin

Diary Entry

Better pay this Hal Taffin a visit; his office is on Crius.

Mission Type

Cinematic

Who and Where

Hal Taffin is the salvage contractor who ended up with the *Canera*. He's at Taffin Reclamation on Crius.

CONVERSATION CHOICES

1. Hal Taffin. *Now if you'll excuse me, I have a wayward chip to discombobulate. Good day.*

Choice	Consequence
Maybe a bribe would get some info.	If you have 10,000 credits, you get the info now and lose the 10k. Otherwise, you'll have to come back when you do have 10,000 credits.
I'll put a little muscle on him.	He pulls a gun on you. Go to 2.

If you want to save yourself a good deal of cash, walk the path of violence throughout this conversation.

2. Hal Taffin. (Pulling a gun on you) *Touch me and you're dead.*

Choice	Consequence
Maybe I should give him money after all.	If you have 20,000 credits, you get the info now and lose the 20k. Otherwise, you'll have to come back when you do have 20,000 credits.
I'm going to kick his arse.	You pull a gun, too. (Betcha didn't know you had one.) He backs off. You get the info for free.

Don't bother coming back until you have enough credits. With this guy, persistence gets you nowhere.

KEY INFORMATION

Once you get Taffin to talk — either by paying him 10,000 credits, 20,000 credits or pulling a gun on him (violence won't work on return visits) — he'll tell you that he sold the pod to someone named Angus Santana, at Interplanetary Aid on the planet Anhur.

NEXT STEP

Go see Santana.

Mission D: Angus Santana

Diary Entry

Visit Angus Santana at Interplanetary Aid on Anhur.

Mission Type

Cinematic

Who and Where

Angus runs a medical supply operation. Once you've talked to Taffin, the location for Interplanetary Aid is stored in your PAD. Head for Anhur and try it out.

CONVERSATION CHOICES

Angus Santana. *You must be with Taffin Reclamation?*

Choice	Consequence
Yes, I'll play along with that.	He mentions a memory solid, then figures out you're lying and demands to know who you are. You confess, and he gives you the serial number because "he's feeling generous." He won't elaborate on the memory solid.
No, there's no point in lying.	He gives you the serial number, but never mentions the solid.

KEY INFORMATION

Santana gives you the serial number for the Cryo Pod — D285/067N.

NEXT STEP

Look up the serial number in the Public Records.

Mission E: Finding the Pod

Diary Entries

Check out Cryo Pod serial number D285/067N.

Need to find Shernikov Medical's address.

Mission Type

Research

Who and Where

In a customs area, click on the booth. Choose the VEHICLES database. Look for the serial number Santana gave you.

KEY INFORMATION

The manufacturer of pod D285/067 is listed as Shernikov Medical Equipment. As soon as you've found the record for the Cryo Pod, the Shernikov record becomes available in the COMPANIES database. Read it to store the address in your PAD.

NEXT STEP

Visit Shernikov Medical Equipment on Crius. (As usual, you don't have to do this right away.)

Mission F: Shernikov

Diary Entry

Pay a visit to Shernikov Medical Equipment on Crius.

Mission Type

Cinematic

Who and Where

When you get to Shernikov click on the receptionist.

CONVERSATION CHOICES

1. **Receptionist.** *I really can't give out that information.*

Choice	Consequence
I'm going to have to lean on this babe.	She slaps you into a restraint field. Go to 2.
No point in pushing her.	She eventually takes pity on you.

2. **Receptionist.** *Some of those people have come on a lot heavier than you have ...*

Choice	Consequence
Time to turn on the charm.	She eventually takes pity on you.
Time to grovel.	She eventually takes pity on you.

KEY INFORMATION

No matter what you do, the receptionist eventually helps you. She looks up the serial number of the Cryo Pod in her database. When she finds the record, she transfers the name and address of the person who commissioned the Cryo Pod — Jan Mitorr on Janus IV — to your PAD's transit map.

NEXT STEP

Visit Jan Mitorr.

Mission G: Jan Mitorr

Diary Entry

Pay a visit to Jan Mitorr on Janus IV.

Mission Type

Cinematic

Who and Where

Jan Mitorr is on Janus IV. Use the transit to go to his house — this will automatically trigger a cinematic.

CONVERSATION CHOICES

None.

KEY INFORMATION

Ser Mitorr takes one look at you and acts like he's seen the living dead. It's obvious that he knows who you are, but he's uncooperative, to say the least. You finally decide to get tough with him, which unfortunately causes him to have a heart attack. With his last gasp, he tells you to go visit Kappa Labs in the Scatter Belt.

NEXT STEP

Go to Kappa Labs.

(You may have found this place already and discovered that you couldn't land there. You'll be able to land there now.)

As a heads-up, take a break before or immediately after this mission and make some money (if you're not loaded already, that is).

*As soon as you complete the next mission (**Mission H: Kappa Labs**), the main plot starts to get tougher. First, you'll need 30,000 credits before too long. Second, the remaining plot missions involve some of the toughest combat in the game. You need enough money for several Nuke 'ems and some decent guns to make it through.*

Finally, the game gets harder in general after you visit Kappa. It will be easier to make money before you go there.

Mission H: Kappa Labs

IMPORTANT NOTE: *Before you go to Kappa Labs, make sure you stock up on weapons and equipment. You're going to need enough to make it through any random encounters on your way to Kappa* ***and*** *a main plot rescue mission that starts as soon as you take off from Kappa.*

The closest thing to Kappa Labs is RS: Bestinium. It's just a repair station, so you won't be able to stock up on weapons, but you can retreat there if you get into trouble. The nearest places to buy weapons are at least 14 jumps away.

Diary Entry

Kappa Labs is on the edge of the Tri-System; go check it out.

Mission Type

Cinematic

Who and Where

Kappa Labs is a space station. Look for it in the very bottom left corner of your *un-rotated* nav map, or the bottom right corner of the schematic map. If you tried to go there before this, you weren't able to land. Now you can land by pointing your ship at the station and flying straight toward it. This won't trigger the normal "You're getting too close" comm message — instead, you go straight into a landing flick that explains why this place doesn't have a communications officer ...

CONVERSATION CHOICES

There are no choices in this cinematic.

KEY INFORMATION

In this sequence, you explore the lab and basically find the place ransacked. Corpses are everywhere, and there was some kind of fire fight. It looks like someone took one of the Cryo Pods (and was rather determined to do so), but this is about all you can discover.

NEXT STEP

All you can do now is leave. Taking off triggers the next mission.

Mission I: Rescue Hassan

Diary Entry

Looks like someone was desperate to get that pod. I'm going to have to extend my search further elsewhere.

Meet David Hassan at Nav Point 140 as soon as possible.

Mission Type

Combat

Who and Where

As soon as you take off from Kappa Labs, you receive an e-mail from a man named David Hassan, asking you to meet him at Nav 140.

E-Mail. (Hassan) I'm an officer on military intelligence; it is imperative that you meet me straight away. Rendezvous with me at Nav Point 140, where I can brief you in detail. This meeting could be very beneficial to you.

When you reach Nav 140, you find that Hassan is under attack.

COMBAT INFORMATION

Ships and Skill Levels

	Hassan's Ship		
1	Military Medium Fighter (David Hassan)	P	SK9
	Nav 140		
2	Vendetta		7
3	Blade		7
	Second Wave		
3	Vendetta		7

Hassan doesn't really help you out in this mission, so don't count on him too much for backup.

Strategies

Hassan can't die in this mission, and he will ask you to meet him on Hades no matter what you do. The only way to lose this one is to die.

- You're stuck with the loadout you had before going to Kappa Labs.
- Expect to enter a fight as soon as you hit Nav 140.
- Ignore Hassan.
- Concentrate on one fighter at a time. Destroy it completely before moving on to the next target.
- If you're getting shot from behind, **don't** cycle through targets to find out who's hitting you. Keep your lock on your current target, and maneuver until you've thrown the guy behind you off your tail. (Drop mines, if you have them.) Find your target again and continue pounding down his shields and armor.

Mission Success

If you go to Hassan's rescue and kill all of the Kindred ships in the area, Hassan e-mails you, thanking you for your help and asking you to meet him on Hades.

E-Mail. (Hassan) Thanks Ser Arris, you've saved my life. I've been tracking your activities since your unfortunate accident on the *Canera*, I believe it would be in your best interests to talk to me. You can find me on Hades at the CIS offices.

If you don't go to Nav Point 140, Hassan will still survive and send you the following e-mail:

E-Mail. (Hassan) I must have been followed to the Nav Point, just after I sent you the e-mail, I was jumped by Kindred ops. I had no choice but to bail, it was getting way too hot in that kitchen. I guess one of us is really hitting a raw nerve with these guys. Meet me at my office on Hades, I have serious business to discuss and some information you will find very interesting.

Mission Failure

You can only fail this mission by dying.

NEXT STEP

Meet Hassan on Hades.

Mission J: Who Is Hassan?

Diary Entry

Better go meet David Hassan on Hades.

Mission Type

Cinematic

Who and Where

Land on Hades. Transit to the CIS office and click on David Hassan.

CONVERSATION CHOICES

None.

KEY INFORMATION

This is a pivotal point in the plot, for Hassan tells you about the leading organized crime ring in the Tri-System — the Kindred. The Kindred and its leader, Kronos, are central to the main plot from this point on.

Hassan doesn't provide any clues to the mystery of who you are — he doesn't seem to know really, even though he knows a great deal about you. He points out, however, that since the Kindred seem inordinately interested in you, helping him to track down Kronos may help you figure out who you are. (Notice that every time he mentions Kronos, your character seems strangely affected — as if there were something about that word that he just can't quite remember ...)

Hassan tells that you the first step toward finding Kronos is to apprehend a man called Malakai, one of the top men in the organization. You accept the mission. Hassan has a Blindfire auto-tracking system and a RTS system installed on your ship (see **Software Upgrades**, p. 50), and points you toward the Blessed Aquawine company (located on Bex) and a man named Hugo Carmichael.

NEXT STEP

Head for Public Records and look up Blessed Aquawine and Hugo Carmichael.

Mission K: Blessed Aquawine

Diary Entry

Better check out the records of Blessed Aquawine on Bex.

Might as well check out Hugo Carmichael in the booth.

Mission Type

Research

Who and Where

In a customs area, click on the booth. Choose the COMPANIES database. Look up Blessed Aquawine.

KEY INFORMATION

Notice that Hugo Carmichael is mentioned in the Blessed Aquawine record. Check him out in the PEOPLE database. This puts his address into your PAD.

(An entry for the Kindred is also available now under COMPANIES — check this out if you'd like more info.)

NEXT STEP

Visit Hugo Carmichael on Bex.

As a heads-up, this is a good time to earn a little extra money. You're going to need 30,000 credits to get through ***Mission O: Code Breaker****. There are several possible stops between Hades and Bex — you might want to look around for a few trading or mercenary opportunities along the way to sweeten your credit rating.*

Mission L: Meet Hugo

Diary Entry

Hugo Carmichael lives on Bex. Might as well pay him a visit.

Mission Type

Cinematic

Who and Where

You have to look up Hugo Carmichael in the Public Records in order to transfer his address into your PAD. Once you've done this, you can land on Bex and use the transit (which just happens to be a Zeppelin on this planet) to head to Carmichael's house.

CONVERSATION CHOICES

None.

KEY INFORMATION

Hugo is packing, and obviously in a hurry to get to Hephaestus. He drops a few tantalizing bits of information — like the fact that "Malakai" was a code name for Larn Regis (whoever that is), and that Larn died in the crash of the *Canera* on Crius. But he insists you play wingman for him on his trip to Hephaestus before he gives you more details. He'll meet you at the Galactic Gourmet Hotel once you reach the planet.

NEXT STEP

Play wingman. Update your loadout, get to your ship and take off.

Mission M: Cover Hugo's Butt

Diary Entry

Rendezvous with Hugo Carmichael in orbit around Bex. Escort him to Hephaestus.

Mission Type

Combat

Who and Where

Take off from Bex. Carmichael has already left the planet.

Cycle through your targets until you find Carmichael's ship. (Press [A] to cycle through targets; look in the Target VDW for a Duress called "Hugo Carmichael.") Send him a "Let's get going" comm signal to get him started.

COMBAT INFORMATION

You are attacked halfway between Bex and Hephaestus, at Nav 8.

Ships and Skill Levels

Bex		
1 Danrik (Hugo Carmichael)	P	SK5
Nav 8		
3 Blade	K	SK7
6 Vendetta	K	SK7

Strategies

- The easiest way to win this mission is to take a Nuke 'em. Carmichael bugs out as soon as you hit the difficult nav point, so you can use a Nuke 'em without blowing him up, too. This is about the only way to win this mission if you're flying a weak ship (i.e., something with light shields and armor).
- If you can't afford a Nuke 'em, take Proximity missiles or Pythons, and make sure you have at least Flux Cannon Mk II guns. Take whatever modules you normally fly with.
- If you have Nuke 'ems — target one of the fighters as soon as you enter the jump. Swing around so you have your target in the center of your screen and press Alt S to drop a Nuke 'em. The fighters in this mission fly in a pretty tight formation, so one Nuke 'em should take out almost all of them.
- If you don't have a Nuke 'em — notice the fighters are flying in a straight-line formation. Pass up this line, and get behind the last ship. Pound away at them one at a time, working your way up the line.

Mission Success

Carmichael can't die in this mission — he'll bug out before the going gets tough (as soon as you hit your second nav point, in fact).

E-Mail. (Hugo) This is getting way too hot. You're the hot shot pilot, you deal with these guys. If you live, I'll be on Hephaestus at the Galactic Gourmet. I'm out of here ....

All you have to do is take out the nine Kindred so you can jump to your next nav point and continue to Hephaestus.

Mission Failure

You can only fail this mission by dying.

NEXT STEP

Go to the Galactic Gourmet Hotel on Hephaestus.

Mission N: Galactic Gourmet

Diary Entry

Hugo is at the Galactic Gourmet on Hephaestus.

Mission Type

Cinematic

Who and Where

Transit from Hephaestus customs to the Galactic Gourmet. Click on the hotel manager, who will direct you to Hugo's room.

CONVERSATION CHOICES

None.

KEY INFORMATION

Actually, this isn't really much of a conversation — Hugo's dead, the guy that shot him takes a pop at you, and before you guys really get a chance to talk, you shoot him. You discover a capsule (a large chrome cylinder reminiscent of a coffee thermos) clenched in the assassin's fist, however, and decide that this must be important.

NEXT STEP

Figure out what this capsule contains and how to use it.

The PAD message you get — *This capsule contains a memory solid and needs careful decoding to open it* — isn't very helpful. Sounds like you need a code breaker. Now, who do you know that might have some contacts among computer hacks? Someone with slightly seedy connections .... Hmm, maybe Joe the bartender knows someone.

Mission 0: Code Breaker

Diary Entries

I need to get this capsule cracked. Joe at Sinners probably knows someone.

Not too much to go on. Malakai is dead. Who the hell is Rhinehart? And what has all of this got to do with Ricaud Interplanetary?

Mission Type

Cinematic

Who and Where

Head for Hermes. Ask Joe what he knows. Joe will send a man named Dimitri Avignoni over to talk to you.

CONVERSATION CHOICES

Dimitri. *Thirty thousand problems .... Take it or leave it.*

If ...	Then ...
You have 30,000 credits ...	The money is automatically deducted from your account and Dimitri cracks the code.
You don't have 30,000 credits ...	You have to get 30k, come back to Sinner's and click on Dimitri to continue the plot.

KEY INFORMATION

Dimitri hands you the memory solid that was inside the capsule. As soon as he leaves, your PAD pops up (automatically):

PAD Message. Data Analysis: Codes and Coded Information ...

Outer shell access codes contain references to all the planets in the Tri-System. The words Malakai and Rhinehart occur over 100 times each ... Also the names Larn Regis and Vell Ricaud occur over 150 times, as well as the name Ricaud Interplanetary.... Unable to give further information ...

NEXT STEP

Looks like a dead end, but you will now start getting e-mail from Rhinehart, one of the people mentioned in the data analysis.

Mission P: Rhinehart Run

Diary Entries

Rendezvous with unknown ship near Petra.

Rendezvous with unknown ship near Leviatha.

I hope this guy gets back to me soon.

Better go meet David Hassan on Hades.

Mission Type

N/A — see below.

Who and Where

Basically, as soon as you look at the memory solid, you start getting e-mail from an unknown person. (It's actually Rhinehart.)

E-Mail. (Unknown) Lev, I'm an old friend of your father's. Please meet me at the Nav Point near Leviatha. Please hurry as we have little time and there is lots to explain. Take care not to be followed and make sure you bring the memory solid with you, it is the key to everything.

When you go to Nav 116 to meet him, you get this message:

E-Mail. (Unknown) Lev, I couldn't wait any longer, it was too dangerous, meet me at Petra as soon as you can.

As soon as you get to Petra, you receive:

Even though Rhinehart won't meet you, you still have to fly to Leviatha and Petra local space to keep the chain of e-mail coming.

E-Mail. (Unknown) Lev, I think you are being shadowed. Neither you or I can afford the risk of meeting right now. Do not trust anyone, especially the CIS. It is not in the Kindred's or the CIS's interest to allow you to live. I'm the only one who can help you. Stay cool, I'll be in contact very soon.

Shortly afterward, you receive this e-mail from Hassan.

E-Mail. (Hassan) Lev, I have important news. I need to see you as soon as possible. I'm at my offices on Hades.

NEXT STEP

As soon as you get the message from Hassan, go visit him on Hades.

Mission Q: Hassan the Hero

Diary Entries

I don't know who this guy is, but if he goes down with that prison ship, so do my hopes of getting to the truth. Better rendezvous with Hassan in space, and help him stop this ambush.

Time to save the prison ship at Nav Point 24.

Mission Type

Combat

Who and Where

Go to the CIS offices on Hades. Click on Hassan.

In the midst of telling you that the CIS has caught Rhinehart, Hassan gets a message confirming Rhinehart's transportation to Hades per his orders. However, Hassan gave no such orders, and he realizes this is a trap. You both scramble to save Rhinehart.

Once you take off, Hassan sends you more information:

E-Mail. (Hassan) I've located the position of the prison ship which left Bex, she's already transmitted a mayday signal, she is under heavy attack. The ship's location is Nav Point 24. I'll meet you there.

COMBAT INFORMATION

Continued on the next page.

Q: Hassan the Hero, continued ...

Ships and Skill Levels

	Nav 6		
1	Military Medium Fighter (David Hassan)	P	SK9
	Military, Nav 24		
1	Military Transport		SK9
2	Military Medium Fighter		SK4
1	Military Light Fighter		SK5
	Hostiles, Nav 24		
2	Blade	K	SK7
2	Vendetta	K	SK7
2	Kiowan Criuser	K	SK7
2	Vector	K	SK4
	Second Wave		
6	Vendetta	K	SK7
	Third Wave		
6	Vendetta	K	SK7

Strategies

- Beef up your loadout at the booth before taking off. You'll need Nuke 'ems — four if you can afford them.
- This is the hardest mission in the game.
- You land in the middle of a fight as soon as you jump to Nav 24, so be ready.
- This mission features Kiowan Cruisers — some of the toughest ships in game. These will kill the prison ship if they get within range of it.
- When you first jump in, you will only be able to see one of the Kiowan Cruisers. There is another one behind it.

Warning: If you hit any CIS ship in this mission, you lose. Even if you barely damage a ship, you fail the mission and lose the game.

- After you jump in, you have only a minute to find the cruisers and drop two or three of your Nuke 'ems. If you wait any longer the cruisers will be too close to the prison ship, and you won't be able to use your Nuke 'ems.
- No amount of torpedoes will take these monsters out. Torpedoes take too long to lock, and don't do enough damage to be effective in this mission. You have to use Nuke 'ems.
- Once you've eliminated the Kiowan Cruisers, you don't have to worry about the prison ship blowing up. Just keep yourself from getting shot.
- Get between the remaining fighters and the prison ship. *Point **away** from the prison ship*, target a fighter and drop a Nuke 'em. (If you have another one left, save it for the second wave of fighters.)
- Once you've used up your Nuke 'ems, stick close to the prison ship and let its turrets do most of the work.

If you have your radar in celestial mode and at maximum range, and the prison ship is inside the center radar ring, you're too close to drop a Nuke 'em.

Mission Success

Keep the prison ship alive and destroy all Kindred ships.

E-mail. (Hassan) We're transporting the prisoner down to the prison pits on Hades — meet me there. I'm sure you have some questions for him ...

Mission Failure

This one counts, baby. If you bug out or the prison ship dies, you lose the main plot.

E-mail. (Hassan) Shit, that guy was our last link with Kronos and the Kindred. Your quest for your identity just went up with that ship. If you find any other leads or your memory returns, look me up.

NEXT STEP

If you win, go meet Hassan. If you lose, the plot stops here. Get used to the life of a drifter.

Mission R: Rhinehart Redux

Diary Entries

Meet Hassan back on Hades.

Mission Type

Cinematic

Who and Where

Go to the Prison Pits on Hades. (The location is automatically transferred to your PAD when David invites you there.)

CONVERSATION CHOICES

None.

KEY INFORMATION

Rhinehart tells all:

Your real name is Vell Ricaud II. You are one of the sons of Vell Ricaud, and heir to a company called Ricaud Interplanetary. You have a younger brother named Sar. While your father was alive, you developed the *amyotrophic ossicular degeneration* (AOD) virus and were placed in a crypod until a cure could be found. This broke your mother's heart, and she died.

Your brother, Sar, never forgave you for your mother's death. When your father died, your brother went completely off the deep end and transformed himself into Kronos and Ricaud Interplanetary into the Kindred. He has since become addicted to anti-aging drugs, which, when used to excess, actually accelerate the aging process and cause insanity.

Rhinehart also lets it slip that Kronos is on his way to kill Sheila Nabakov (who is Hassan's boss and the head of the CIS).

NEXT STEP

Rescue Nabakov, in hopes of finding Kronos.

Mission 5: Rescue Nabakov

Diary Entries

I need to go and help Sheila Nabakov; she is going to be ambushed.

Need to get to Nav Point 36 before it's too late.

Mission Type

Combat

Who and Where

This is a scramble. As soon as you take off, you get this message:

E-Mail. (Nabakov) Nav Point 36 — Urgent Assistance Required. Under heavy attack from Kindred and Pirate forces.

COMBAT INFORMATION

Ships and Skill Levels

Nav 6			
1	Military Medium Fighter (David Hassan)		SK9
Military, Nav 36			
1	Military Dreadnought	P	SK 9
6	Military Heavy Fighter		SK 6
Kindred, Nav 36			
4	Blade	K	SK 7
4	Vendetta	K	SK 7
1	Krono		SK 7
Second Wave			
4	Vendetta	K	SK 7
Third Wave			
4	Blade	K	SK 7

Kronos' ship has no weapons. It poses no major threat in this battle and cannot be destroyed. When you win the mission, you will land on it.

S: Rescue Nabakov, continued ...

Warning: If you hit any CIS ship in this mission, you lose. Even if you barely damage a ship, you fail the mission and lose the game .

Strategies

- You can only use a Nuke'em once in this mission, so only take one. Take Pythons, Proximity missiles or whatever other weapons you find effective. (Don't bother with torpedoes, though — they aren't very effective against fighters.)
- As soon as you jump in, find the enemy fighters. Drop your Nuke 'em *immediately*, before you get too close to the military ships before dropping it. If you don't use the Nuke 'em at this point, you probably won't be able to win the mission.

  Finish off the first wave as quickly as possible and move into optimal position for a second wave launched from Kronos' ship. Dog-fighting the first wave too long costs valuable time.
- Nabakov is in the CIS dreadnought. Behind the dreadnought is Kronos' ship. Fly past the dreadnought until you can see Kronos' ship. You can ignore it — it has no guns, and it can't hurt you or the dreadnought.
- Hang out near the CIS dreadnought. Its turret lasers will protect you while you pick off the fighters that it misses.

Mission Success

Keep Nabakov's ship alive and destroy all Kindred ships.

E-Mail. (Hassan) Lev, looks like our work is done. I think I'm going to take some time off ... strange to know what to do with yourself when a lifetime's goal is complete. Anyway take care of yourself, and do the right thing ....

Mission Failure

If Nabakov's ship dies, you lose and never actually meet Kronos.

E-Mail. (Kronos) You have failed, little brother. I will find you and have my revenge.

NEXT STEP

If you win the mission, you will get an e-mail from Hassan that triggers a cinematic in which you land on Kronos' ship. If you fail the mission, the plot ends and you cannot confront your brother.

Mission T: Kronos

Diary Entry

I must meet Kronos.

Mission Type

Cinematic

Who and Where

As soon as you eliminate all of the fighters in the previous mission, you receive the success e-mail from Hassan. When you click EXIT to close the e-mail, you trigger a cinematic in which you land on Kronos' ship. This takes you into the final cinematic of the plot, in which you confront Kronos.

KEY INFORMATION

Kronos is horribly disfigured. The sack of anti-aging drugs that he drags behind him seems to have backfired. Kronos is also certifiably insane — he's convinced he's the older brother, when in actuality you're older than he is. Turns out this whole thing was a case of overblown sibling rivalry, and Mother always loved you best.

NEXT STEP

You've won. Now you're free to explore the additional cinematic, bulletin board and SOS missions in the game.

Additional Missions

The index on the next page lists all cinematic (CN), bulletin board (BB) and SOS mission (SS) missions in the game. The page number of the notes for each mission is also listed — an "a" next to this number means the left side of the page indicated, a "b" means the right side.

Outside of the main plot, *Privateer 2: The Darkening* contains over 100 additional missions, which can be divided into three categories — cinematic, bulletin board and SOS. At any given time, you can have 1 cinematic and up to 3 bulletin board and/or SOS missions active in addition to the main plot.

CINEMATIC

Cinematic missions usually begin with an e-mail from someone asking you to meet him or her in a bar. When you go to the bar, you see a flick in which the mission is described. Usually, you must choose whether to accept the mission or not during this flick. A few missions begin with a distress message. Once you have successfully completed the mission, you will meet the person whom you've rescued and see a flick in which you recieve your reward.

Note: *You will receive the distress messages that trigger cinematic missions even if your SOS distress receiver is toggled off.*

BULLETIN BOARD

The majority of additional missions are available from the Bulletin Board of the CCN booth. Once you click ACCEPT on the Bulletin Board mission posting, you start the mission. Information about nav points and mission objectives will be in your diary entry, and further information might be conveyed to you through in-flight e-mail.

SOS

SOS missions begin with a distress call received in spaceflight. You can't receive these distress calls if you have your distress receiver toggled off, or you have three total bulletin board and SOS missions open. When you click ACCEPT on the e-mail screen, you enter the mission. Further information about waypoints and mission objectives might be conveyed through in-flight e-mail.

Additional Mission Index

Aggressor/Lilliana SS 261a
Alberto Fossa/Uncle Kashumai CN 159
Angus Santana CN 165
Anonymous@Crius BB 170a
Arl Shoeyer – Kill Lacedaisy BB 170b
Arl Shoeyer – Kill Shoeyer BB 171a
Auntie Maria Gabriel CN 157
Baron Conrad Velder BB 171b
Bennet's Heavy Freight Lines BB 172
Bennett's Freight Lines BB 173
Bernice Barlow CN 156
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Bill Maddox CN 161
Brook & Pelig Mining, Inc. BB 175a
Buddy Carlson BB 175b
Butt Out Freight BB 176
Cargo Couriers, Ltd. BB 177
Carnel's Bride SS 261b
Chirichan Guard Capt.– Clear Out CIS BB 178
Chirichan Guard Capt.– Secret CIS Truce BB 179a
CIS Cargo Pod with Vital Information SS 262a
CIS Cargo Rescue SS 262b
CIS Carrier Forgen SS 263
CIS Code 3 Top Priority SS 264a
CIS Cravien Shard BB 179b
CIS Destroyer under Kindred Control BB 180
CIS Good Time Gang – Dispose of Gang BB 181
CIS Good Time Gang – Dispose of Mil. BB 182a
CIS Hostage Pod BB 193
CIS HQ Captured Destroyer BB 182b
CIS HQ Civilian Contraband Convoy BB 183
CIS HQ Crippled Ships BB 184a
CIS HQ Destroy Transport BB 184b
CIS HQ Drunken Pirates BB 185a
CIS HQ Heavy Fighter Mutiny BB 185b
CIS HQ Hostage BB 186
CIS HQ Kiowan Search & Destroy BB 187
CIS HQ Munitions Depot BB 188
CIS HQ Nerve Toxin & Firearm BB 189
CIS HQ Papagod Drug BB 190
CIS HQ Recon BB 191a
CIS HQ Space Lab SOS BB 191b
CIS HQ Stolen Data BB 192
CIS ID Large Cargo Convoy BB 194
CIS Infected Humanist Rebel – Part A BB 195
CIS Infected Humanist Rebel – Part B BB 196a
CIS Jincilla Attacking Military Carrier BB 196b
CIS Kaitlin Derelict BB 197
CIS Papogod Pirates Capture Capital Ship BB 198a
CIS Pirate Repair Op BB 198b
CIS Prison Transporter BB 199
CIS Ronula Smitts BB 200
CIS Sabotaged Satellite BB 201a
CIS Shuttle 013AZL SS 264b
CIS Smugglers BB 201b
CIS Stryker BB 202
CIS Terrel Wounded Convoy BB 203
CIS Trial Witness SS 265a
Colonel Slade "Tex" Carver BB 204
Com-Link Communications BB 205
Conrad Bikunski – Part A BB 206a
Conrad Bikunski – Part B BB 206b
Dana Kay Cosmetics SS 265b
Davis & Co., Escort BB 207
Davis & Co., "Gifts and Antiques" BB 208
Davis & Co., Nerve Weapon – Part A BB 209
Davis & Co., Nerve Weapon – Part B BB 210
Davis & Co., Nerve Weapon – Part C BB 211
Dr. Graham Gould CN 158
Emergency Comm – Meredith Design SS 266a
Finbhar Cratchett – Part A BB 212
Finbhar Cratchett – Part B BB 213a
Gaffney Medi-Corp BB 213b
Go-Cargo Co. BB 214
Good Ol'Boys Haulage SS 266b
Gret Kay Entertainment BB 215
Hades Archaeological BB 216a
Harding Construction BB 216b
Head of Operations, ES: Ferix BB 217
Helena Shlegel BB 218
Hephaestan Medical Research Center BB 219
Hermes Lumber Co. – Part A BB 220a
Hermes Lumber Co. – Part B BB 220b
Jelwar Kubani – Part A BB 221a
Jelwar Kubani – Part B BB 221b
Jelwar Kubani – Part C BB 222a
Julia Derek SS 267a
Kain Borman – Kill Borman BB 222b
Kain Borman – Kill Yolsen BB 223
Kindred Prisoner Transport BB 224
Kiowan High Council BB 225
Kiowan High Council SS 267b
Krazy Kartlin Weapons Emporium BB 226
Lilliana/Agressor SS 263a
Lord Mike Vonx CN 169
Louissa Phillips CN 163
Max-Foo Leisure Complex BB 227
Meek Mining BB 228
Melissa Banks 1 CN 154
Melissa Banks 2 CN 155
Meredeth Textiles – Neo-Arnen Fabric BB 230
Meredith Design Ltd. SS 266a
Meredith Textiles – Cerillian BB 229
Meredith Textiles – Patrol BB 231
Messineo Couriers, Cargo – Parts A, B BB 232
Ex-Mining Base BB 233
Jewels BB 234
Kindred Sweep BB 235
Papagod Cargo BB 236
Secret Cargo BB 237
Military Emergency Control HQ
Cargo Distress Signal BB 238
Civilian Ship BB 239
Papogod Pirate BB 240
Pirate Clans BB 241a
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Military Prison Pits, Hades BB 242a
Military Transport Defense BB 242b
Nation Cargo Courier 1 SS 268a
Nelson Ramirez CN 164
New Crius Examiner BB 243
Noram Blagger BB 244
Orream Freighter SS 268b
Phat-Tunes, Inc. BB 245
Pilot Brad (Nation Cargo Courier 2) SS 269a
Ragnar Dannes BB 246
Ralph McCloud CN 162
Rand Corp. BB 247
Rutger O'Malley BB 248a
Sat-Nav Installations, Inc. BB 248b
Schimell Medi-Corp BB 249
Selim Mining Ind. – Part A BB 250b
Selim Mining Ind. – Part B BB 251a
SPORT.SAKKUHR.ROMPERS-ADMIN BB 251b
Stain-Away Co. BB 252
Tamessa Ames CN 153
Tight Violinist Ltd. BB 253a
Tree Fellas BB 253b
Tri-System League of Hunters BB 254
Tri-System Travel Co. – Part A BB 255a
Tri-System Travel Co. – Part B BB 255b
Tyson Archaeological BB 256
Unable to ID: Signal Encrypted BB 257
Uncle Kashumai/Alberto Fossa CN 159
University Of Hermes BB 258
Von Sprechen Industries SS 269b
Wilford Biologics – Defend Biologics BB 259
Wilford Biologics – Defend Mutants BB 260
Xavier Shondi 1 CN 166
Xavier Shondi 2 CN 168

Diary Entry Index

Your diary is the key to keeping track of where you are in different missions. Diary entries tell what your current mission objectives are. Some apply to the main plot, and others to additional missions, depending on what you're involved in at the time. Use this index to find the mission description for any diary entry you have.

Entries on this page do *not* begin "Working for." Entries on the next two pages *all* begin "Working for."

(B–L)

Better check out the records of Blessed Aquawine on Bex.	MP 130
Better get Auntie Maria to Hephaestus.	CN 157
Better get some cash if I'm going to get this thing open.	MP 135
Better get to Crius Hospital to pick up this package.	CN 158
Better go meet David Hassan on Hades.	MP 129
Better go meet David Hassan on Hades	MP 136
Better meet Bill's cargo ship at Bex and escort it to Anhur local space.	CN 161
Better pay this Hal Taffin a visit; his office is on Crius.	MP 121
Check out Cryo Pod serial number D285/067N.	MP 123
Check out Hal Taffin in Public Records.	MP 120
Check out Space Station 'Cae Rex' …	BB 251a
Check out Taffin Reclamation in Public Records.	MP 120
Check out the *Canera* record in the booth (M835-235M).	MP 120
Escort Melissa to Nav 68.	CN 155
Escort the Rompers' transport as it lands at Hermes Nav Point #5.	BB 251b
From: Selim Mining Ind. Check out Space Station 'Cae Rex' at NAV 23.	BB 251a
From: Selim Mining Ind. Return to Eau de Vie at NAV 155 to be credited …	BB 250
Hermes Lumber Co. Pick up three crates …	BB 220a
Hugo Carmichael lives on Bex. Might as well pay him a visit.	MP 131
Hugo is at the Galactic Gourmet on Hephaestus.	MP 134
I don't know who this guy is, but … Better rendezvous with Hassan in space.	MP 137
I hope this guy gets back to me soon.	MP 136
I must meet Kronos.	MP 143
I need to fly to the mining station at Nav Point 144.	CN 168
I need to get this capsule cracked. Joe at Sinners probably knows someone.	MP 135
I need to go and help Shelia Nabakov; she is going to be ambushed.	MP 141
Intercept businessman at Nav Point 97 and eliminate him.	CN 011B
Kappa Labs is on the edge of the Tri-System; go check it out.	MP 126
Locate and destroy arms shipment travelling from Hephaestus to Anhur.	CN 022B
Looks like someone was desperate to get that pod …	MP 127

(M–X)

Maybe I should pay a visit to the hospital that treated me.	MP 118
Maybe my consultant, Dr. Loomis, can help me.	MP 118
Meet Bill Maddox at Shadowplay Bar on Anhur.	CN 161
Meet David Hassan at Nav Point 140 as soon as possible.	MP 127
Meet Hassan back on Hades.	MP 140
Meredith Textiles, Ltd. Patrol the area around Leviatha …	BB 231
Might as well check out Hugo Carmichael in the booth.	MP 130
Need to find Shernikov Medical's address.	MP 123
Need to get to Nav Point 36 before it's too late.	MP 141
Not too much to go on. Malakai is dead …	MP 135
Once in orbit Lord Vonx should send through the co-ordinates of …	CN 169
Pay a visit to Jan Mitorr on Janus IV.	MP 125
Pay a visit to Shernikov Medical Equipment on Crius.	MP 124
Rendezvous with cargo ship carrying arms … in Crius local space. …	CN 166
Rendezvous with Hugo Carmichael in orbit around Bex. …	MP 132
Rendezvous with unknown ship near Leviatha.	MP 136
Rendezvous with unknown ship near Petra.	MP 136
Seek and destroy terrorist spacemen.	BB 201a
Shit. Guess I'd better get used to the life of a drifter ….	MP 137
Sounds like a babe in trouble. Better help her out. Nav Point 51.	CN 154
Sounds like a girl in trouble. Better help her out at Nav Point 104.	CN 163
Sounds like yet another bloke in trouble, this time at Nav 57.	CN 162
Take Ramirez to Janus IV.	CN 164
That's it, brother, the prodigal son is coming home ….	MP 141
There are two crates of rocking hairpigs …	BB 220b
This senator is a rich and powerful guy …	CN 153
Time to save the prison ship at Nav Point 24.	MP 137
Visit Angus Santana at Interplanetary Aid on Anhur.	MP 122
Visiting Dr. Loomis wasn't as helpful as I anticipated …	MP 118
Xavier's in trouble at 144, I better get going.	CN 168

Diary Entry Index (cont.)

Working For (A–Chirichan)

anonymous@Crius.net. ... rendezvous with the shuttles ... BB 170a
Arl Shoeyer, Shoeyer Industries Inc. ...Get to Nav Point #20 BB 170b
Arl Shoeyer, Shoeyer Industries Inc. ...Go to Anhur Nav Point BB 170a
Baron Conrad Velder. Go ... fight a duel for Baron Velder. BB 171b
Baron Conrad Velder. I've been double crossed. ... BB 171b
Bennet's Freight Lines. ... defend the convoy from any Kindred ... BB 173
Bennets' Heavy Freight Lines. Meet up with freighter near Nav 120 ... BB 172
Bexian Brewers Association. Patrol the area around Bex ... BB 174
Brook & Pelig Mining, Inc. ... retrieve all survivors and cargo pods ... BB 175a
Buddy Carlson, Dynamite Productions. ... BB 175b
Butt Out Freight Co. ... pick up the microjingle cargo pod. ... BB 176
Cargo Couriers LTD. Locate and identify a lost cargo ship. ... BB 177
Chirichan Guard Captain. Defend CIS carrier ... under attack by pirates. BB 179a
Chirichan Guard Captain. Patrol the shipping route between Tersa ... BB 178

Working For (CIS/CIS HQ, Security Div.)

CIS. Assist the CIS in a small skirmish ... BB 206a
CIS. Continue on to Nav Point 12 ... BB 196A
CIS. Defend the CIS Stryker from Papogod terrorists. ... BB 202
CIS. Destroy three cargo ships between Nav 5 and Nav 151. ... BB 248a
CIS Flying Squad. Escort a cargo ship transporting Ronula Smitts ... BB 200
CIS. Go to Nav Points 192 and 193 and capture hostage pods. ... BB 193
CIS. Help defend a CIS carrier at Nav 120. BB 197
CIS. Kill Cravien Shard and his crew ... BB 179b
CIS. Proceed to Nav Point 7. Destroy any ship carrying infected. ... BB 195
CIS ship Aggressor. The CIS "Aggressor" has been ambushed ... SS 261a
CIS Shuttle 013AZL. ... rescue the crew of shuttle 013AZL. SS 264b
CIS. Take captured pods to Hades. BB 193
CIS. There is a CIS cargo ship at Nav 202 ... BB 206b
CIS Transport "Orream." ... assist in the defence of the "Orream." SS 268b
CIS HQ. Meet the transport ship ... and escort her to Curium. BB 224
CIS HQ, Security Div. Eliminate Jincilla craft attacking a CIS carrier ... BB 196b
CIS HQ, Security Div. ID cargo ship ... supposedly carrying lumber. BB 201b
CIS HQ, Security Div. ID and take out the jamming destroyer. BB 201b
CIS HQ, Security Div. Take out everything. BB 201b

Working For (CIS HQ, Special Ops. Division)

Aid Military prisoner transporter ... and destroy any attackers. BB 199
At Massanas ... destroy the captured CIS Destroyer ... BB 182b
At Nav Point #64, intercept Chirichan deployment force. ... BB 191b
At Nav Point #122, intercept and identify a pirate convoy ... BB 203
At (Random Nav), intercept and identify a civilian ... (firearms) BB 190
At (Random Nav), intercept and identify a civilian ... (narcotics) BB 183
Attack a Jincilla cargo staging area (Random Nav). ... BB 184b
Collect package from CIS Undercover Operative at ... BB 192
CONFIDENTIAL -CIS- CONFIDENTIAL. We have a serious problem ... BB 185b
Damn it I've not got the hardware to do this ... BB 191b
Defend the CIS transports at (Random Nav) from a pirate attack. BB 188
Get back to Hades with the pod. SS 264a
Get into Nav Point #70 and save Dr. Smithe, his information ... BB 191b
Get to Nav Point #4 and pick up the escape pod. SS 265a
Go and retrieve the cargo pod at (Random Nav). SS 262a
Go and wipe out the Good-Time-Gang, at Nav Point #15. BB 181
Go to Bex ... and destroy all drunken pirates, protect ... BB 185a
Go to (Random Nav) and identify all the ships in the area. BB 191a
Go to (Random Nav) and rescue the hostages being held there ... BB 186
Go to (Random Nav) and take out all Papogod Ships, ... BB 184a
Go to (Random Nav), destroy military capital ship, ... BB 109a
Go to (Random Nav), destroy ... pirates BB 198a
Go to (Random Nav): Intercept and identify a civilian convoy ... BB 189
ID convoy of cargo ships traveling between ... BB 194
Just have to land with this CIS witness for my reward. SS 265a
Just land on Anhur with the pod to collect my reward. SS 262b
Just land on the Tersa station for my reward. SS 262a
Land somewhere so the CIS boys can remove this guy ... SS 264a
Locate and destroy a pirate repair operation near ... BB 198b
Locate and destroy Kiowan forces near ... BB 187
Locate unidentified ship at Nav Point #190. Terminate all ... SS 264a
Participate in a strike against a captured CIS destroyer and ... BB 180
Proceed to (Random Nav) and defend all military vessels from ... BB 242b
Proceed to (Random Nav) and remove the bomb from ... BB 201a
Report to Commissioner Wilcox at Nav 1. BB 201a
Retrieve cargo pods floating in space at (Random Nav} then ... SS 262b
Seek and destroy terrorist spacemen. BB 201a
Take the captured pirate smugglers to the CIS destroyer, ... BB 194
Take the pod to Anhur, Nav Point #7. SS 262b
Taking the information pod to Tersa station at Nav Point #147. SS 262a
They really want me to go in to Nav #70 and save those guys. ... BB 186

Diary Entry Index (cont.)

Working For (Colin–Messineo)

Colin Lacedaisy. Go to Anhur Nav Point #7 BB 173a
Colonel Slade "Tex" Carver, CIS Special Ops. ... BB 204
Com-Link Communications Ltd. Retrieve ... BB 205
DANA_KAY_COSMETICS@CRIUS.NET. ... SS 265b
Davis & Co. ... A shipment of armaments ... BB 209
Davis & Co. ... Escort another shipment of arms from ... BB 210
Davis & Co. ... Destroy the escort that abandoned the Lubanna ... BB 211
Davis & Co. ... Identify and destroy two cargo ships ... BB 208
Davis & Co. ... Defend a cargo ship against Jincilla pirates ... BB 207
Finbhar Cratchett ... There's a cargo ship ... BB 212
Finbhar Cratchett ... The deserted escort... BB 213a
Gaffney Medi-Corp. Rendezvous with a freighter at ... BB 213b
Go-Cargo Co. Pick up abandoned cargo at Nav Point #138 ... BB 214
Gret Kay Entertainments. Make contact with our convoy as ... BB 215
Hades Archaeological. Defend the cargo carrier ... Jincilla pirates ... BB 216a
Hades Archaeological MESSINEO COURIERS LTD. Patrol ... BB 234
Hades Archaeological. Sweep through the route between Hades ... BB 256
Harding Construction — Karatikus HQ. Patrol the area between ... BB 216b
Head of Operations, ES: Ferix. Escort ship between Leviatha ... BB 217
Hephaestan Medical Research Centre. Destroy a shuttle marked ... BB 219
Jelwar Kubani ... destroy ... at Nav Point 111. BB 221a
Jelwar Kubani ... destroy ... at Nav Point 115. BB 221b
Jelwar Kubani ... destroy ... at Nav Point 168. BB 222a
Julia Derek, Bex Antiquities. ... SS 267a
Kain Borman, Kraven Technologies. BB 222b
Kain Borman, Kraven Technologies. Go to Massanas BB 223
Kiowan High Council. Join a Kiowan carrier against ... BB 225
Kiowan High Council!!! Kill all Jincilla pirates in the area ... SS 267b
Krazy Kartlin Weapons Emporium. Rendezvous with freighter ... BB 226
Max-Foo Leisure Complex. Proceed to Nav 26 and defend ... BB 227
Meek Mining Ind. Rendezvous with transport Marvinius near ... BB 228
Meredith Design Ltd. Rescue a pilot whose ship came under attack. ... SS 266a
Meredith Design Ltd. Just got to land with that pilot I picked up, ... SS 266a
Meredith Textiles, Ltd. Meet a cargo ship at Pletirat ... BB 230
Meredith Textiles, Ltd. Meet a cargo ship carrying Cerillian at Ferix ... BB 229
Messineo Couriers, LTD. Destroy the pirates, and retrieve ... BB 232b
Messineo Couriers, LTD. Escort the cargo ship from Lironas ... BB 232a
Messineo Couriers, LTD. Defend the cargo station ... from Kiowan pirates. BB 237
Messineo Couriers, LTD. Try to retrieve lost cargo at Nav Point #37. BB 236
Messineo Couriers, LTD. Take the cargo to NAV #4. BB 236
Messineo Couriers, LTD. Patrol the area between Anhur ... BB 234
Messineo Couriers, Ltd. Protect an ex-mining base at ... BB 233

Working For (Military–Von)

Messineo Couriers. Destroy any Kindred fighters you see ... BB 235
Military Carrier CIS "Forgen." Help requested from military carrier ... SS 263
Military Emergency Control HQ. Take out pirates at ... BB 240
Military Emergency Control HQ. Defend Cargo Freighters at ... BB 238
Military Emergency Control HQ. Go to Nav #80 to aid ship in distress. BB 241b
Military Emergency Control HQ. Protect civilian ship from pirates at ... BB 239
Military Emergency Control HQ. Destroy rival pirate clans at .... BB 241a
Military Prison Pits, Hades. Hunt down and destroy 3 escaped .... BB 242a
Mutant Rights Activists Those bastards lied to me, I'm gonna destroy ... BB 260
Mutant Rights Activists. Hang around until their cargo ship arrives. BB 259
Nation Cargo Couriers. There is a cargo ship who needs protection at ... SS 268a
Nation Cargo Couriers. Help some lover boy who's been ambushed at .... SS 269a
Noble House Of Janus. ... SS 261b
Olenka Yolsen, CIS Special Ops. Div. ... BB 223
Phat-Tunes Inc. Destroy this evil Bexian band at .... BB 245
Sat-Nav Installations Ltd. ... protect satellite installation from attack .... BB 248b
Schimell Medi-Corp. ... identify and defend the protesters ... BB 249
Selim Mining Ind. ... BB 250
Senator Noram Blagger. ... BB 244
Ser Ragnar Dannes. Patrol the four nav points around ... BB 246
Serra Helena Shlegel. Patrol the area around Anhur ... BB 218
Stain-Away Co. Track down the ship going by the name of "Pant Parts" ... BB 252
The Good Ol'Boys Haulage Co. Go to Nav Point #89 and rescue ... SS 266b
The Good-Time-Gang. Help out the Good-Time-Gang ... BB 182a
The New Crius Examiner. Locate and identify all military shipping ... BB 243
The Rand Corp. Meet the cargo ship at Hermes ... BB 247
The Tight Violinist. There's a cargo of hops that ... BB 253a
The Tree Fellas. Meet a cargo ship near Karatikus at ... BB 253b
Tri-System League of Hunters. ... BB 254
Tri-System Travel Co. Take out ... Coresh Fakhar... BB 255a
Tri-System Travel Co. Take out Wessed Fakhar. BB 255b
University of Hermes, College of Biological Research. ... BB 258
Unknown. Pick up 2 packages at Nav Point #186, and take to ... BB 257
Wilford Biologics Inc., Security Div. BB 259
VON_SPRECHEN_IND@CRIUS.NET. Rendezvous with private vessel ... SS 269b

Additional Mission Notes

All missions are named after the person or organization that hires you. The cinematic mission notes are in alphabetical order by last name (always a person's name); the bulletin board and SOS mission notes are alphabetized by the first word of the title (usually the name of an organization.

MISSION CHART

The chart at the beginning of each mission writeup lists the following:

Reward. What you actually receive for successfully completing the mission. If this differs from the reward you are offered, this is explained in parentheses.

Mission Type. General idea of the type of mission to expect. If the type changes mid-plot, the new type is listed in parentheses. (Tips for each type of mission are on pp. 97-98.)

Defend Protect a stationary fixture, such as a colony, base or stranded ship

Delivery Pick up a package or person and carry it in the hold of your ship to a planet or station

Escort Protect a ship or convoy as it travels from one nav point to another

Patrol Travel through specified nav points, eliminating hostiles you encounter

Reconnaissance Travel to specified nav point and ID targets

Search and Destroy Locate and eliminate specific target(s)

Mission Waypoint(s). Nav point(s) where the mission takes place.

Landouts. Number of times you can land before you complete your mission objectives. If you land more times than the number specified, you forfeit the mission. For most cinematic missions, you can't land at all once you've accepted a mission, so this number is not listed for these missions. Exceptions are noted.

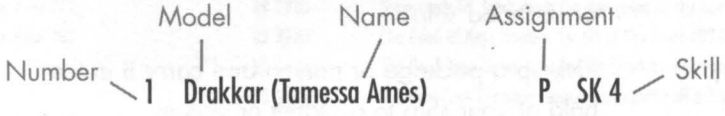
COMBAT INFORMATION

This is the lowdown on what to expect at crucial mission waypoint(s), and suggestions on how to prepare. Missions can be designed in one of two ways.

- Missions can involve only the normal random encounters for the nav points you travel through. In this case, *random encounters only* appears here. If you are escorting a friendly ship, it will appear in the **Ships and Skill Levels** section.
- Missions can also be designed so that specific, scripted enemies appear at the mission location, and all random encounters are suppressed. For these missions, the **Ships and Skill Levels** section will list all enemy and friendly ships. If our playtesters have found any strategies specific to these missions, they are listed under **Strategies**.

Ships and Skill Levels

Lists how many ships and which types appear at each nav point.



Number. How many ships of this particular model appear.

Model. Ship model name as it appears in the Target VDW. See **Ship Stats and Default Loadouts**, p. 43, for more information.

Name. Ships that are particularly important are often given names that appear in the Target VDW beneath the ship model. The names of ships are listed in parentheses.

Assignment. Whether you must Kill (K), Protect (P) or Identify (ID) this particular object. If nothing is listed, you can ignore that object (unless, of course, it attacks you).

Skill. How well the pilot flies and shoots; between 1 (unable to keep up with or hit a target) and 9 (flies like a pro; hits target with nearly every shot).

Mission Success

This section explains exactly what you need to do to win a mission.

Mission Failure

This section describes actions that result in failure. If any ships attack you after you fail a mission, they are described under **Ships and Skill Levels**.

Bulletin Board/SOS Missions Only

Bulletin Board/E-mail and Diary Information

Gives the text from the bulletins board posting or SOS e-mail that started the plot and the corresponding diary entry. (Some have been abridged.)

Cinematic Missions Only

MISSION CHART

Contains everything listed on p. 149, but also includes:

Meeting Place. Planet where you pick up your assignment and your reward. If these places differ, the reward location is listed in parentheses. E-mail indicates the reward or assignment was offered by e-mail and SOS indicates the mission begins with a distress call.

Disc. Lists the CD on which the mission is stored. Once you have completed the main plot, all outstanding subplot missions become available. If you see a mission described here that you haven't come across yet, pop the disc it's stored on into your CD-ROM drive and continue playing the game until the mission is activated.

PLOT SEQUENCE

Trigger

Most cinematic missions begin with an e-mail or SOS message, which is listed here along with any corresponding diary entries. The person who sent the e-mail or SOS is noted in parentheses. If the plot begins in another way, this section explains how.

Opening Cinematic

If there is an opening cinematic, this section provides a quick recap for reference. The name of the location where the cinematic takes place is given in parentheses, using the following abbreviations:

BB Blessed Brew (Bex)
CH Crius Hospital (Crius)
HM Church of Hom (Bex)
IA Interplanetary Aid (Anhur)
NN No Name Inn (Janus IV)
RR Rampant Robot (Anhur)
SB Surgeon's Blunder (Crius)
SI Sinners Inn (Hermes)
SP Shadowplay (Anhur)
SV Shernikov (Crius)
TA Tamessa's place (Janus IV)
VH Vonx's House (Anhur)

Accept

For missions with a cinematic offer, this lists which option to choose to accept the mission and continue the subplot. (For SOS missions, you click ACCEPT on the e-mail screen.) Next, e-mail and diary entries that continue the plot are listed, telling you exactly which waypoints to go to and what ships to look out for.

Decline

For missions with a cinematic offer, this indicates which option ends the mission. (In SOS missions, you click DECLINE on the e-mail screen.) If there are any consequences to ending the mission, these are also listed.

COMBAT INFORMATION

The combat information section contains everything listed on pp. 150-151, plus:

Strategies

Suggestions from playtesters to give you that extra edge.

Mission Success and Mission Failure

If you receive e-mail confirming success or failure, the message is listed here. In many subplot missions, you must meet the person who hired you to collect your reward for successful missions. For these, a recap of this final cinematic is listed similarly to the flick for **Opening Cinematic**.

Cinematic Mission Notes

Tamessa Ames

Reward	6000
Mission Type	Escort
Meeting Place	E-mail (Janus IV)
Mission Waypoint(s)	Nav 17 to Janus IV
Disc	2

Senator Ames contacts you and asks you to escort his daughter from Nav 17 to Janus IV. If you accept and escort her successfully, you are handsomely rewarded and experience the added pleasure of meeting Tamessa. If you refuse, you are attacked by hoards of pirates. The choice is obvious.

PLOT SEQUENCE

Trigger

E-Mail. (Senator Ames) I have a favour to ask of you, as I hear you are one of the best around. My daughter, Tamessa Ames, has been abandoned by her escorts at Nav Point 17. I need you to rendezvous with her and take her back to Janus IV. I'm sure you will find it worth your while.

Accept

Diary. This senator is a rich and powerful guy. It's gotta be worth my while taking this girl to Janus IV from Nav 17.

Decline

If you decline the mission (or accept it, but then desert Tamessa), Senator Ames will send six Skecis Mk IIs after you.

COMBAT INFORMATION

Ships and Skill Levels

Random encounters only.

Nav 17		
1 Drakkar (Tamessa Ames)	P	SK 4
If you refuse or Tamessa dies:		
6 Skecis Mk II	K	SK 6

Strategies

If you fail, the Skecis ships come after you one by one. If you can kill them all, you won't ever hear from Senator Ames again.

Mission Success

Tamessa reaches Janus IV alive. Go to her apartment to get your credits.

You lose if you land first. Make sure Tamessa lands before you do!

E-Mail. Excellent job, Lev. Please meet me at my apartment on Janus IV. I'd love to meet you in the flesh.

Tamessa (TA). *Ser Arris ... do come in.*

Mission Failure

If you land before going to Nav 17, Senator Ames will assume you've abandoned Tamessa. If Tamessa dies, you fail the mission. Either way, Ames will send 6 Skecis Mk IIs after you. (See **Ships and Skill Levels**.)

E-Mail. (Senator Ames) You have been party to the death of my daughter. Mark my words — you will pay for this, Ser Arris.

Melissa Banks 1

Reward	Romance
Mission Type	Rescue
Meeting Place	SOS (Hephaestus)
Mission Waypoint(s)	Nav 51
Disc	2

Melissa sends you an SOS e-mail, saying she is under attack at Nav 51. If you save her life, she'll be more than ... well, kind. She'll also ask you to run a second escort mission for her. There's no *monetary* reward for either mission, only "kindness."

PLOT SEQUENCE

Trigger

SOS. (Melissa) I'm under attack from unidentified craft. Assistance urgently required. Please proceed to Nav Point 51 with all haste.

Accept

Diary. Sounds like a babe in trouble. Better help her out. Nav Point 51.

Decline

If you decline this mission, you lose the opportunity to fly **Melissa Banks 2**, and Melissa won't show up in the Sinners Inn to chat.

COMBAT INFORMATION

Ships and Skill Levels

Nav 51		
1 Faldari (Melissa Banks)	P	SK 8
1 Tembler	K	SK 5
1 Ecantona	K	SK 6

Mission Success

Destroy the two ships attacking Melissa.

E-Mail. (Melissa) Thanks for joining the party, honey. Why don't you meet me at the Rampant Robot Bar on Hephaestus, where I'll buy you a drink or two ...

Melissa (RR). *You have the driest lips, mister. Let me wet them for you.*

Mission Failure

If you land before going to Nav 51, the mission ends. Melissa has to save herself and is none too pleased with your unwillingness to help. If Melissa bugs out (she can't die in this mission), or you desert her in the middle of battle, you fail the mission and the subplot ends. You also lose the chance to participate in **Melissa Banks 2**.

E-Mail. Thanks for nothing, mate. I hope you never need my assistance in the future.

Melissa Banks 2

Reward	Romance
Mission Type	Escort
Meeting Place	Hephaestus
Mission Waypoint(s)	Hephaestus to Nav 68
Disc	2

A grateful Melissa asks you to be her wingman. It's a rather open-ended question, but she really has a single mission in mind — she wants you to escort her to Nav 68.

PLOT SEQUENCE

Trigger

Meeting Melissa at the Rampant Robot after **Melissa Banks 1** triggers this subplot.

Opening Cinematic

Melissa. (RR) *I could use a wingman. Interested?*

Accept

In anything you have in mind ...

E-Mail. (Melissa) Thanks for a great time last night, darling; you were superb. So, are you ready to escort me to Nav Point 68? Communicate with me when you're ready to leave.

Diary. Escort Melissa to Nav 68.

Decline

I think I might just sit this one out.

If you decline Melissa's offer, she'll walk off and the subplot ends. However, she may show up later in the Sinners Inn.

COMBAT INFORMATION

Random encounters only.

Ships and Skill Levels

Hephaestus		
1 Faldari (Melissa Banks)	P	SK 8

Mission Success

Melissa enters the jump gate safely. She will show up later in the Sinners Inn. She won't offer you any more missions, but she might buy you a drink or two.

E-Mail. Thanks for everything, my love. I'll see you soon.

Mission Failure

If Melissa dies on this mission, or you desert her at any time, the subplot ends. Melissa will not show up later in the Sinners Inn.

Bernice Barlow

Reward	7000
Mission Type	Search and destroy
Meeting Place	Hephaestus (E-Mail)
Mission Waypoint(s)	Nav 97
Disc	2

Bernice has been having problems with her boss — namely, sexual harassment. It's a hit job, he's a skunk and she's offering you 7000 credits.

PLOT SEQUENCE

Trigger

E-Mail. (Bernice) Meet me at the Rampant Robot Bar on Hephaestus. I have an assignment that you will be very interested in. But first, we need to talk.

Opening Cinematic

Bernice (RR). *Wanna kill somebody else? I can pay.*

Accept

Seven thousand ... sounds fair.

E-Mail. (Navcard data) Target will be at Nav 97.

Diary. Intercept businessman at Nav 97 and eliminate him.

Decline

Killing corporate execs isn't a smart way to make a living.

The subplot ends. You never hear from Bernice again.

COMBAT INFORMATION

Ships and Skill Levels

Nav 97		
1 Duress (Businessman)	K	SK 9
3 Military Light Fighter		SK 4

Strategies

You can ignore the Military Fighters — don't fire on them unless they attack you. The "Businessman" is your only mission objective.

Mission Success

Destroy the ship called "Businessman."

E-Mail. (Bernice) A job well done, Ser Arris. Expect to see your payment hit your account very soon. If I have any further problems, I'll know whose services to call upon.

Mission Failure

Let "Businessman" get away or land before going to Nav 97.

E-Mail. (Bernice) I shouldn't have sent a child to do a man's job. Don't insult me with your presence again, boy.

Auntie Maria Gabriel

Reward	6000
Mission Type	Escort
Meeting Place	Bex (Hephaestus)
Mission Waypoint(s)	Bex to Hephaestus
Disc	1

Auntie Maria just came into a little money, and she's afraid someone's out to get it. She offers you more than a little bit if you agree to deliver her safely to Hephaestus.

PLOT SEQUENCE

Trigger

At some point, you might run into Auntie Maria in the Blessed Brew. When you click on her, you begin this subplot.

Opening Cinematic

Auntie Gabriel (BB). *I'll give you 3000 credits to get me to Hephaestus.*

Accept

Well ... Why not?

Diary. Better get Auntie Maria to Hephaestus.

Decline

Is this legal? Forget it.

The subplot ends.

COMBAT INFORMATION

Random encounters only.

Note: *When you take off, don't bother looking for Auntie Maria's ship — she's hiding out in your hold.*

Mission Success

Get Auntie Maria Gabriel safely to Hephaestus. You can take your time — she will hide in your hold until you get to Hephaestus no matter how many landings that takes. If you sell your ship and buy another, she'll climb into the new one and continue waiting. As soon as you land on Hephaestus, she'll send you this message:

PAD e-mail. (Auntie) Thank you, my friend. Meet me at the Rampant Robot Bar for payment.

Auntie Gabriel (RR). *Don't talk to me about beer.*

Mission Failure

Basically, the only way to fail this mission is to die before making it to Hephaestus.

Dr. Graham Gould

Reward	2000
Mission Type	Delivery
Meeting Place	Crius
Mission Waypoint(s)	Crius to Anhur
Disc	2

This is a simple delivery mission, and your reward reflects this. However, when you take the package to Angus Santana, he offers you another simple delivery mission worth twice as much.

PLOT SEQUENCE

Trigger

You won't see this mission until you've completed the Shernikov mission in the main plot. (See **Mission F: Shernikov**, p. 124.)

E-Mail. (Dr Graham Gould) I have a vaccine pack which must be delivered to Angus Santana at Interplanetary Aid on Anhur immediately. Please collect the pack from the receptionist at Crius Hospital.

Accept

Diary. Better get to Crius hospital to pick up this package.

Receptionist (CH). *It's to go to Interplanetary Aid — to a Ser Angus Santana.*

Decline

The subplot ends. You will not be able to fly the **Angus Santana** subplot (see p. 122).

COMBAT INFORMATION

Random encounters only.

Mission Success

Go to Interplanetary Aid and visit Angus. You don't have to do this right away, but you won't get your reward or a chance at the **Angus Santana** mission (p. 122) until you do.

Mission Failure

If you land before going to pick up the package, the subplot ends. Once you've picked up the package, the only way to fail this mission is to die before you make it to Interplanetary Aid.

Uncle Kashumai/ Alberto Fossa

Reward	20,000 or 5,000 (depends on your choices)
Mission Type	N/A (see below)
Meeting Place	Bex
Mission Waypoint(s)	Bex
Disc	2

This mission is unlike any other subplot mission. No combat is involved — the subplot consists entirely of cinematic conversations. For this writeup, the **Opening Cinematic** section explains the sequence of the flicks, along with the e-mail messages and diary entries that accompany them.

PLOT SEQUENCE

Trigger

E-Mail. (Uncle Kashumai) Come to the Holy Museum of Hom on Bex, Ser. I have a very interesting proposition for you.

Opening Cinematic

1. **Uncle Kashumai (HM).** *We would give anything to get [the statue] back.*

Uncle Kashumai offers you 10,000 credits to find and return the statue. Your character accepts for you.

PAD E-Mail. (Uncle Kashumai) You may want to look up the Bray brothers in Public Records.

Diary. Check out the Brays in Public Records.

2. The Public Records indicate that the boys hang out at the Blessed Brew.

Diary. Go to Blessed Brew Bar.

Here's your first chance to abandon the subplot (and screw up royally). If you leave Bex before visiting the Blessed Brew, Uncle Kashumai assumes you've abandoned him, and the subplot ends.
E-Mail. (Uncle Kashumai) I can't wait forever. Someone else has been sent to find the statue.

3. The only person in the Blessed Brew is Alberto Fossa, who tells you that a sculpture is about to be auctioned off here. He wants you to bid on it for him and offers you 5000 credits to do so.

Alberto Fossa (BB). *All you would need to do is bid on my behalf.*

Accept

Why ask questions? I might as well.

Diary. Better find Reggie Bray for this auction.

Decline

Naah. All I want to do is drink and look at the art.

Declining kills your chance of doing business with Fossa. You can still continue the Uncle Kashumai subplot, however. (And note that Uncle Kashumai is offering you more money.)

Uncle Kashumai/Alberto Fossa cont.

Here's your second chance to screw up. If you leave Bex before clicking on Reggie Bray, Uncle Kashumai assumes you've abandoned him, and the subplot is over. E-Mail. (Uncle Kashumai) I can't wait forever. Someone else has been sent to find the statue.

4. **Reggie Bray (BB).** *Start the bidding.*

After you talk to Fossa, Reggie Bray appears in the Blessed Brew. He begins to auction off a statue. You quickly realize it's the statue that Uncle Kashumai was talking about. You buy the statue for 100 credits.

5. Now you have the statue. If you accepted Fossa's proposal (Step 3) you can choose between options A and B, below. If you didn't accept Fossa's offer, you only have option B.

A. Click on Albert Fossa

Fossa (BB). *You'll find your account's been credited with the amount we discussed.*

Fossa thanks you, takes the statue and gives you 5000 credits. The subplot ends.

B – Leave the Blessed Brew

Go back to the Church of Hom, click on Uncle Kashumai.

Uncle Kashumai (HM). *Greed is in the heart, not the credit account. Suppose it twenty [thousand] and suppose it done.*

The good Uncle thanks you and gives you 20,000 credits.

Bill Maddox

Reward	6000
Mission Type	Escort
Meeting Place	Anhur
Mission Waypoint(s)	Bex to Anhur
Disc	2

Old Bill's a little deaf, so it might take a minute to figure out that he needs you to escort a shipment of military memorabilia from Bex to Anhur.

PLOT SEQUENCE

Trigger

E-Mail. (Bill) I have an interesting proposition for you. Please meet me on Anhur at the Shadowplay Bar so we can discuss this further. Speed is essential in order to reap the benefits.

Diary. Meet Bill Maddox at Shadowplay Bar on Anhur.

Opening Cinematic

Bill (SP). *All you've got to do is pick the stuff up.*

Accept

Sounds like a good deal.

Diary. Rendezvous with Bill Maddox's cargo ship in Bex local space and then escort it back to Anhur. Remember to make sure the cargo ship has landed before you land yourself.

Decline

I don't think so. (Subplot ends)

COMBAT INFORMATION

Random encounters only.

Look for Bill's ship (described below) when you reach Bex. Send it a "Let's get going" comm, and it will head for Anhur.

Ships and Skill Levels

Bex		
1 Ogan (Military Memorabilia)	E	Sk 9

Mission Success

The cargo ship lands safely on Anhur.

E-Mail. (Bill Maddox) Well done, Ser Arris. I can start my museum now. Meet me at the Shadowplay Bar for payment.

You lose if you land before the cargo ship.

Diary. Go and see Bill at the Shadowplay.

Bill (SP). *I put a little something in your account just now.*

Mission Failure

You fail the mission if the cargo ship with the weapons is destroyed, or if you land before the cargo ship does.

E-Mail. (Bill Maddox) I obviously overestimated your abilities, Ser Arris. Don't expect any future contact from me.

Ralph McCloud

Reward	Kraven Mk IV laser
Mission Type	Rescue
Meeting Place	SOS (Hermes)
Mission Waypoint(s)	57
Disc	2

Ralph's a great guy, and he's in a lot of trouble. It's worth it to rescue him out of the simple goodness of your heart. Of course, the Kraven Mk IV laser that he'll give you if he lives aren't bad either.

PLOT SEQUENCE

Trigger

You won't see this mission before you've had Dmitri Avignoni crack the memory solid passcode in the main plot (see **Mission O: Codebreaker**, p. 135).

SOS. (Ralph) Pilot under attack from unidentified ships. Please help me. I'm at Nav 57.

Accept

Diary. Sounds like yet another bloke in trouble, this time at Nav 57.

Decline

The subplot ends. You lose your only chance at getting Kraven lasers. (Kravens don't become available on the CCN until you've successfully completed this mission.)

COMBAT INFORMATION

Ships and Skill Levels

Nav 57		
1 Aurora (Ralph McCloud)	P	SK 5
6 Vectors	K	SK 4

Mission Success

Kill the 6 Kiowan pirates before Ralph dies.

E-Mail. (Ralph) Thanks for saving me from those pirates. Meet me down at Sinners Inn and I'll buy you a brewsky.

Ralph (SI). *I'm mighty pleased to meet you stranger, on account of your saving my butt.*

Ralph is so grateful that he has a set of Kraven Mk IV laser installed on your ship. (This laser goes on an empty hardpoint if you have one, otherwise it replaces your cheapest gun, for which you are reimbursed.

Mission Failure

If you go to Nav 57, but Ralph dies, you fail the mission. Kiss your Kraven bye-bye.

Louissa Phillips

Reward	10,000 (eventually)
Mission Type	Rescue
Meeting Place	SOS (Crius)
Mission Waypoint(s)	104
Disc	

Louissa sends you an SOS. There's no reward for rescuing her at first. In fact, if you save her life and then meet her at the Surgeon's Blunder, she becomes oddly attached to you. She will follow you like a groupie, showing up in inopportune places on your next few missions. However, if you can keep her alive for a little while, her father will eventually take her home and deposit 10,000 credits in your account.

PLOT SEQUENCE

Trigger

E-Mail. (Louissa) Please, please. I'm under attack at Nav 104! Please, you must help me.

Accept

Diary. Sounds like a girl in trouble. Better help her out at Nav Point 104.

Decline

The subplot ends.

COMBAT INFORMATION

Ships and Skill Levels

Nav 104		
1 Faldari (Louissa Phillips)	P	SK 3
2 Leighat	K	SK 5

Mission Success

Kill all ships attacking Louissa.

E-mail. (Louissa) Oh, my hero, you've saved my life. Meet me at the Surgeon's Blunder and I'll buy you a shake.

Louissa will hang around the Surgeon's Bllunder indefinitely. Next time you go in, you trigger:

Louissa (SB). *Do you have a girlfriend?*

After you see this cinematic, Louissa sends you e-mail and shows up in the middle of your next three missions. If you manage to keep her alive, her father will e-mail you:

E-Mail. (Ser Hendri Phillips) This is Louissa's father. Sorry about my daughter's behavior. She won't be bothering you again, and here's 10,000 for saving her life.

Mission Failure

If you land before going to Nav 104 or Louissa dies, the subplot ends. You won't see Louissa again, and you lose your chance to earn 10,000 credits.

Nelson Ramirez

Reward	4000
Mission Type	Escort
Meeting Place	Hermes
Mission Waypoint(s)	Janus IV
Disc	1

Nelson is a "collection agent" who's probably broken one nose too many. He's certainly in a hurry to get out of Dodge.

PLOT SEQUENCE

Trigger

Ramirez appears in the Sinners Inn after you rescue **Ralph McCloud** (p. 162). No spaceflight e-mail triggers this subplot — it begins when you click on Ramirez and hear his story.

Opening Cinematic

Ramirez (SI). *I need escort off the planet, to Janus IV.*

Accept

Sure, why not?

Diary. Take Ramirez to Janus IV.

Decline

I think I'd better not.

The subplot ends.

COMBAT INFORMATION

Random encounters only.

Don't look for Nelson's ship after you take off — he's going to hide out in your hold until you reach Janus IV.

Mission Success

Land on Janus IV with Nelson in your hold. There is no limit to the number of landings you can make before going to Janus IV — Nelson will continue to wait patiently in your hold until you land on Janus IV. Even if you buy a new ship en route, he will move to the hold of your new ship.

PAD e-mail. Thank you, my friend. Really appreciate this. Meet me at the No Name Inn for payment and a drink.

Ramirez (NN). *I've had the money we discussed transferred to you account.*

Mission Failure

The only way to fail this mission is to die.

Angus Santana

Reward	4000
Mission Type	Delivery
Meeting Place	Anhur
Mission Waypoint(s)	Anhur to Crius
Disc	2

Angus offers you this mission after you hand him the package from Dr. Graham Gould. (See **Dr. Graham Gould**, p. 158). He asks you to take another package back to Crius and deliver it to Sherinikov. This one's easy money — there's no time limit, and no combat outside of normal random encounters.

PLOT SEQUENCE

Trigger

Angus offers you this mission when you deliver Dr. Graham Gould's package.

Opening Cinematic

Angus (IA). *Can you take another package for the return to Crius?*

Accept

Sure, why not?

Subplot continues.

Decline

Sounds a little fishy ...

The subplot ends.

COMBAT INFORMATION

Random encounters only.

Mission Success

Land on Crius, transit to Shernikov and click on the receptionist. You will notice that 4000 credits have been added to your available credit next time you use the booth.

Receptionist (SV). *Just drop it right there.*

Once you've accepted, there is no limit to the number of landings you can make before going to Shernikov and completing this mission.

Mission Failure

The only way to fail this mission is to die before you make it to Crius.

Xavier Shondi 1

Reward	8000 now + 8000 later
Mission Type	Escort
Meeting Place	Crius
Mission Waypoint(s)	Nav 4 to Karatikus
Disc	1

This is a relatively easy mission that usually appears early in the game. Xavier pays you half of your reward up front, so you can beef up your ship before taking off.

PLOT SEQUENCE

Trigger

E-Mail. (Xavier) We should meet at the Surgeon's Blunder Bar on Crius — I have some business you need to take care of ...

Opening Cinematic

Xavier (SB). *Got a shipment. All nice gear. Requires a little escorting.*

Accept

Why not?

Diary. Rendezvous with cargo ship carrying arms, which is waiting in Crius local space. Communicate with ship to get it on its way to Karatikus. Must remember to make sure the cargo lands safely on Karatikus before landing myself.

Decline

Better give it a miss.

If you decline this mission, you lose the chance to try the second mission with Xavier Shondi. (See **Xavier Shondi 2**, p. 168.)

COMBAT INFORMATION

Random encounters only.

Ships and Skill Levels

Nav 4		
1 Ilia Mk II (Arms Shipment)	P	SK 9
1 Heretic		SK 9

The Heretic also protects the arms shipment.

If you fail		
6 Skecis Mk II	K	SK 6

Once these fighters are dispatched, you will not hear from Shondi again.

Strategies

A rather sneaky cheat that works well for all escort missions applies to this mission:

- Before you take off, save your game.
- Take off, cycle through your targets until you find the cargo ship named "Arms Shipment," and then send it the "Let's get going" comm signal.
- When the cargo ship jumps, DON'T jump with it. It is programmed to go to Karatikus. Once you tell it to get going, it will head there on its own, regardless of what you do, and it has about a 50% chance of making it there alone.
- Hang around in Crius local space until you get the mission success or failure e-mail.
- If you succeed, land on Crius and collect your reward. If you fail, land on Crius, reload your save game and try again.

Mission Success

Rendezvous with the ship and escort it safely to Karatikus. If it lands there before you do, the mission is a success.

E-Mail. (Xavier) Well done, Ser Arris. Many people will be able to defend themselves now from the evil oppression on Karatikus. Meet me at the Surgeon's Blunder bar for payment.

Xavier (SB). *Eight thousand is what we agreed on?*

IMPORTANT NOTE: *You lose if you land first, even if you're returning with the cargo ship to Karatikus. Make sure the cargo ship lands before you do!*

Mission Failure

You fail the mission if you land anywhere (on Karatikus or elsewhere) before the cargo ship lands or if the cargo ship is destroyed.

Keep in mind that Xavier's already paid you 8000 credits up front. If you fail the mission, he will send ships after you sometime in the near future, looking for blood. Failing also makes the second mission with Xavier Shondi unavailable. (See **Xavier Shondi 2**, next page.)

E-Mail. (Xavier) I obviously overestimated you, Ser Arris. I'll be seeing you around for the 8000 credits you owe me.

E-Mail. (Xavier) I still have not received that 8000 you owe me. Your luck has just run out.

This second e-mail arrives just before the fighters that Shondi sends after you (see **Ships and Skill Levels**, facing page).

Xavier Shondi 2

Reward	5000 (10,000)
Mission Type	Defend (Rescue)
Meeting Place	Crius
Mission Waypoint(s)	47, 167
Disc	2

This mission seems like a straightforward "defend this base" assignment. However, mid-mission you get an emergency e-mail asking you to rescue Xavier at Nav 167.

PLOT SEQUENCE

Trigger

E-Mail. (Xavier) I'd really appreciate it, Lev, if you could meet me again in the Surgeon's Blunder Bar. I need to talk to you again. We'll have a few more Cobalt Blues over ice.

Opening Cinematic

Xavier (SB). *Can you baby-sit my mining operation?*

Accept

Why not?

E-Mail. (Xavier) You'll find the mining station at Nav Point 144. Best of luck.

Diary. I need to fly to the mining station at Nav Point 144.

Decline

Better give it a pass.

Subplot ends.

COMBAT INFORMATION

As soon as you reach the colony:

E-Mail. (Fark) ... I don't think we've met yet, but I'm a friend of Xavier. I've just found out that he's been set up, and he's going to be ambushed at Nav 167 ...

Diary. Xavier's in trouble at 167, I better get going.

Ships and Skill Levels

	Nav 167		
1	Freij (Xavier Shondi)	P	SK 9
4	Vendettas	K	SK 7

Mission Success

Go to Nav 167, kill all enemies before Xavier dies.

E-Mail. (Xavier) Thanks, Lev. That could have really ruined my day .... Meet me at the Surgeon's Blunder, where more of those blue things could be in order.

Xavier (SB). *Now shut up and let me buy you a drink.*

Mission Failure

Once Fark has e-mailed you to tell you Xavier's in trouble, you will fail the mission if you land before going to Nav 167. You will also fail the mission if Xavier dies.

E-Mail. (Fark) I haven't heard from Xavier, I hope the worst hasn't happened.

Lord Mike Vonx

Reward	8000
Mission Type	Search and Destroy
Meeting Place	Anhur (E-Mail)
Mission Waypoint(s)	35
Disc	3

Lord Vonx asks you to take out a shipment of weapons. He will credit your account immediately after you destroy your targets.

PLOT SEQUENCE

Trigger

E-Mail. I have some business to discuss with you. Please join me at my home in Anhur where we can discuss the matter.

If you want to fly this mission, go directly to see Vonx as soon as you get this e-mail. If you land anywhere else first, the deal's off.

Opening Cinematic

Lord Vonx (VH). *I have word of an arms shipment ... it must be destroyed.*

Accept

Well, why not? Money's money.

E-Mail. (Vonx) ... you will find the convoy between Hephaestus and Anhur. The arms are being transported in at least two ships in the convoy, and I have also heard that other ships in the convoy are carrying refugees. Please make sure you only destroy the cargo ships carrying armaments.

The convoy is at Nav 35.

Diary. Locate and destroy arms shipment traveling from Hephaestus to Anhur.

Decline

I don't like this political stuff.

The subplot mission ends.

COMBAT INFORMATION

Ships and Skill Levels

Nav 35		
2 Ilia (Passenger Transport)		SK 9
2 Heretic (Passenger Defender)		SK 8
2 Drakkar (Passenger Defender)		SK 5
1 Ilia	K	SK 9
2 Danrik	K	SK 6

Mission Success

Destroy the ships carrying the weapons without destroying the passenger transports. Lord Vonx credits your account immediately.

E-Mail. Well done, man. Your pictures assure me that many people will be saved on Karatikus. You'll be pleased to find the 8000 Cr promised in your account.

Mission Failure

If you land before going to Nav 35, let the cargo ships carrying the weapons get away, or destroy one of the passenger transports, you fail the mission.

E-Mail. I obviously overestimated you, Ser Arris. I hold you personally responsible for this catastrophe. We will not meet again.

Bulletin Board Mission Notes

ANONYMOUS@CRIUS

Reward	4000
Mission Type	Escort
Mission Waypoint(s)	(Random)
Number of Landouts	Unlimited

Bulletin Board & Diary

BB. Local planetary officials are returning from an off-world conference and it is thought that the Kindred might attempt to assassinate them before they reach the planet. Rendezvous with the shuttles as they jump in-system and escort them to a safe landing.

Diary. Rendezvous with the shuttles and escort them to the planet.

Ships and Skill Levels

Random Nav Point

2	Transport (Local Leaders)	P	SK 5
1	Aurora (Leader Escort)	P	SK 9
2	Blade		SK 7
6	Vendetta		SK 7

Mission Success

Both Transports get to the planet safely.

Mission Failure

One or more Transports are destroyed.

ARL SHOEYER – KILL LACEDAISY

Reward	None (Ambush)
Mission Type	Search and Destroy
Mission Waypoint(s)	20
Number of Landouts	0

Bulletin Board & Diary

BB. Listen tough guy, an associate at Sinners tells me you're the man I talk to if I want a job doing properly. I got this situation [...]

Diary. Get to Nav Point #20 and kill the guy that robbed Ser Shoeyer.

Ships and Skill Levels

Nav 20

1	Transport (Colin Lacedaisy*)	K	SK 5

* This person offers you a counter-deal. See **Arl Shoeyer — Kill Shoeyer Mission.**)

2	Military Medium	SK 5

Ambush

1	Freij (Arl Shoeyer)	SK 8
3	Aurora (Shoeyer Executive)	SK 9

Mission Success

Kill Lacedaisy.

Mission Failure

Lacedaisy gets away.

ARL SHOEYER – KILL SHOEYER

Reward	5000
Mission Type	Search and Destroy
Mission Waypoint(s)	7
Number of Landouts	Unlimited

Bulletin Board & Diary

BB. Ser Arris, I know why you are here, he's sent you hasn't he? For pity's sake please hear me out, I got my wife and kids in here with me. Whatever he told you is a lie. He's a scumbag loneshark who makes a living out of other people's misery. All I did was tip his books so that a few people had a little less to pay.

I know that he will hound me wherever I go, so I want to make you a counter offer. I'll give you 5000 creds [...].

Diary. Working for: Colin Lacedaisy. Go to Anhur Nav Point #7 and give Shoeyer a nasty surprise.

Ships and Skill Levels

Nav 7 — Anhur			
1	Freij (Arl Shoeyer)	K	SK 8
3	Aurora (Shoeyer Executive)		SK 9

Mission Success

Kill Shoeyer (on the Freij).

Mission Failure

Shoeyer gets away.

BARON CONRAD VELDER

Reward	3500 (doubled)
Mission Type	Search and Destroy
Mission Waypoint(s)	3
Number of Landouts	3

Bulletin Board & Diary

BB. Ser Arris, I have a situation for which I require your skills. Recently, I was involved in a fracas with a certain Count Perrymore.

This culminated in a brash challenge, from which I could not back down [...].

Diary. Working for: Baron Conrad Velder. Go to Janus Nav Point #3 to fight a duel for Baron Velder.

Ships and Skill Levels

Nav 3 — Janus IV			
1	Danrik (Count Perrymore)	K	SK 6
2	Heretic (Perrymore's 2nd)		SK 9
2	Kalrechi (2nd Monty Pride, 2nd Curtis Blatch)		SK 8
Wave 2 — Double-cross			
3	Straith (Hired Thug)	K	SK 9
3	Kalrechi (Hired Thug)	K	SK 8

Mission Success

Count Perrymore is killed. Hired thugs die.

Mission Failure

Count Perrymore survives.

BENNET'S HEAVY FREIGHT LINES

Reward	7700
Mission Type	Escort
Mission Waypoint(s)	120, 138, 137, 136
Number of Landouts	2

Bulletin Board & Diary

BB. From: Bennet's Heavy Freight Lines

Young guns required.

We've got a shit load of pirates whippin' our butts between Athos and commodity station: REVA.

Our only choice is to look for protection from some handy trigger happy pilots.

You will need to link up with our freighter at Athos and provide a safe passage to the commodity station.

Diary. Working for : Bennet's Heavy Freight Lines

Meet up with freighter near Nav 120 and provide a safe passage to the Commodity Station: Reva at Nav 136.

Ships and Skill Levels

	Nav 120 — Athos		
1	Monolith (Bennet's Heavy Freights)	P	SK 9
5	Heron	K	SK 4
	Nav 138		
3	Heron	K	SK 4
1	Military Heavy (CIS)		SK 6
	Nav 137		
2	Military Light		SK 4
	Nav 136 — Reva		
3	Heron	K	SK 4
	Wave 2		
2	Heron	K	SK 4

Mission Success

Pirates are destroyed. Freighter survives.

Mission Failure

Freighter is destroyed.

BENNET'S FREIGHT LINES

Reward	7100
Mission Type	Escort
Mission Waypoint(s)	(Random)
Number of Landouts	2

Bulletin Board & Diary

BB. From: Bennet's Freight Lines

A member of the Tri-System Shipping Corporation; Bennet's Freight Lines seek hardened combat pilots to defend shipments from the Kindred. We have acquired clearance for you to defend the convoy and eliminate any Kindred forces present.

Diary. Working for: Bennet's Freight Lines. Defend the convoy from any Kindred forces present.

Ships and Skill Levels

	Random Nav Point		
1	Monolith (Soya Organs)	P	SK 9
2	Vendetta	K	SK 7
	Wave 2		
2	Vendetta	K	SK 7
	Wave 3		
3	Blade	K	SK 7
	Wave 4		
2	Blade	K	SK 7

Mission Success

The Monolith survives. All Kindred attackers are destroyed.

Mission Failure

The ship is destroyed. Kindred attackers escape.

BEXIAN BREWERS ASSOCIATION

Reward	3200
Mission Type	Search and Destroy
Mission Waypoint(s)	2, 33, 185, 9, 8
Number of Landouts	1

Bulletin Board & Diary

BB. From: Bexian Brewers Association

We are planning a beer festival on Bex which involves nearly every brewer on the planet. This event usually brings trouble with it, mainly pirates, so we usually hire mercenaries to patrol the area around Bex, cutting short any involvement by the major pirate clans. We think the Jincilla and the Chirichan pirates have agreed to behave themselves, and the Papogods have little interest in parties. It's the damn Kiowans who can't be persuaded to stay away, and they usually cause the biggest ruckus. We need someone to sweep the Nav points around Bex to make sure the Kiowans will not be alive long enough to cause any trouble.

Diary. Working For: Bexian Brewers Association

Patrol the area around Bex, including Nav Points 2, 33, 185, 9 & 8. The main targets are Kiowan fighters.

Ships and Skill Levels

Nav 2 — Bex			
2	Vector	K	SK 4
Nav 33			
(None)			
Nav 185			
3	Vector	K	SK 4
Nav 9			
2	Vector	K	SK 4
Nav 8			
3	Vector	K	SK 4

Mission Success

All pirates are destroyed.

Mission Failure

Pirate escapes.

BROOK & PELIG MINING, INC.

Reward	7750
Mission Type	Escort
Mission Waypoint(s)	(Random)
Number of Landouts	0

Bulletin Board & Diary

BB. From Brook & Pelig Mining Inc.

The Brook & Pelig Mining Consortium is being attacked by Kindred ships. [...]

Diary. Retrieve all survivors and cargo pods. Kill all Kindred ships.

Ships and Skill Levels

Random Nav Point			
1	Gea Mk II (Mugwai Jism)	P	SK 9
Wave 1			
2	Blade (Anansie)		SK 7
Wave 2			
2	Blade (Anansie)		SK 7
Wave 3			
3	Blade (Anansie)		SK 7

Mission Success

Brooks & Pelig base, ship, personnel (7), and cargo (6) all survive; personnel and cargo are tractored in.

Mission Failure

Any Brooks & Pelig cargo, ships or personnel are destroyed.

BUDDY CARLSON

Reward	7000
Mission Type	Search and Destroy
Mission Waypoint(s)	44
Number of Landouts	0

Bulletin Board & Diary

BB. Listen Ace, here's the pitch. I produce a show called "Space Jox", where we get hot shots like yourself to re-enact feats of great heroism and all that other cool stuff. The problem is that my regular stuntman was turned into space dust on the last gig, freak accident, how was I meant to know he suffered from blackouts?

Anyway, if you are interested meet me at Nav Point #44. I'll be setting up the rig.

Diary. Working for: Buddy Carlson, Dynamite Productions.

Go to Nav Point #44 and meet up with this Buddy jerk!!

Ships and Skill Levels

Nav 44			
1	Papogod Cruiser (Rarmus One)	K	SK 7
5	Ecantona (Drone Ship)	K	SK 6

Mission Success

All pirates are destroyed.

Mission Failure

Pirate escapes.

BUTT OUT FREIGHT

Reward	1600
Mission Type	Deliver
Mission Waypoint(s)	47, 167
Number of Landouts	1

Bulletin Board & Diary

BB. From Butt Out Freight Co.

Ohhh No! We've got an urgent problem here. Like hey, there's this really cool cargo carrier out at Nav Point 47 that's been shot up by some badass pirates. It could explode into a zillion pieces at any moment. It's also spilled its cargo of mega-bass digi-discs. The neat thing is though, in one of the pods is coded CIS data in the form of a microjingle. Could someone pleeeze scoot over there go up to the carrier and grab that cute little jingle before the pirates do. Once you've got it zoom over to Nav Point 167 to drop it off.

Diary. Working For: Butt Out Freight Co.

Go to Nav Point 47, and pick up the microjingle cargo pod. Then drop it off at Nav Point 167.

Ships and Skill Levels

	Nav 47	
1	Ogan (Kick Butt)	SK 9
3	Krell	SK 5
	Wave 2	
3	Krell	SK 5
	Wave 3	
3	Krell	SK 5

Mission Success

Find and collect the microjingle ("microjingle") cargo pod from amidst the other cargo pods ("digidisc") and deliver it to Nav 167.

Mission Failure

Microjingle cargo pod is destroyed.

CARGO COURIERS, LTD.

Reward	4000
Mission Type	Reconnaissance/Delivery
Mission Waypoint(s)	149, 147
Number of Landouts	3

Bulletin Board & Diary

BB. From: Cargo Couriers Ltd.

We have lost all communication with a cargo ship travelling between the moon of Petra (Nav Point #95) and the space station Tersa (Nav Point #147). Her last known position was Nav Point #149. There is a history of magnetic disturbances in the area, and she may have been crippled as a result of a powerful burst. The cargo holds are powered electronically, so expect her cargo to have been jettisoned and drifting. If it is, pick it up and drop it off in Tersa's local space. We will find it after that. When you find the ship, be sure to identify her so we may lock on to her position and begin recovery measures. Also, watch out for Jincilla pirates.

Diary. Working For: Cargo Couriers LTD. Locate and identify a lost cargo ship at Nav Point #149. If the cargo is jettisoned, pick it up and drop it off in space station Tersa's (Nav Point #147) local space.

Ships and Skill Levels

	Nav 149		
1	Ilia (Cargo Couriers, Ltd.)	P	SK 9
	Ambush after Nav 149		
1	Skull		SK 4
1	Jincilla Shuttle		SK 5
	Nav 144		
1	Skull		SK 4
1	Veldor		SK 4
1	Jincilla Shuttle		SK 5
	Nav 147 — Tersa		
2	Skull		SK 4

Mission Success

Cargo ship (Couriers) is identified, and the cargo (3 pods) is collected.

Mission Failure

The cargo or ship (Courier) is destroyed.

CHIRICHAN GUARD CAPTAIN – CLEAR OUT CIS

Reward	5300
Mission Type	Search and Destroy
Mission Waypoint(s)	147, 144, 149, 148, 95
Number of Landouts	3

Bulletin Board & Diary

BB. From Chirichan Guard Captain

This mission requires a pilot whose regard for the CIS is not too high, especially when there are a fair few credits up for grabs. We shall be running a 'special' cargo ship between the SS Tersa (Nav 147), and the moon Petra (Nav 95). We have had word that the CIS have had this information leaked to them, and will be trying to put a stop to the convoy. We need someone to clear the route of CIS agents, so that the delivery can go ahead as planned. You will be paid well, as we appreciate that there is quite a risk involved.

Diary. Working for : Chirichan Guard Captain

Patrol the shipping route between SS Tersa (Nav 147) and the moon of Petra (Nav 95). Seek out and destroy any CIS fighters on the route.

Ships and Skill Levels

Nav 147 — Tersa			
2	Military Light	K	SK 4
Nav 144			
2	Military Medium	K	SK 5
1	Military Light	K	SK 4
Nav 149			
(None)			
Nav 148			
2	Military Light	K	SK 4
Nav 95 — Petra			
2	Military Light	K	SK 4
1	Military Destroyer	K	SK 7

Mission Success

All CIS "military" ships are destroyed.

Mission Failure

A "military" CIS ship escapes.

CHIRICHAN GUARD CAPTAIN – SECRET CIS TRUCE

Reward	3340
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. From: Chirichan Guard Captain

We are looking for a pilot who can competently carry out a defend mission for us. At present, we have a secret truce with the CIS, and have tipped them off [...].

Diary. Working For : Chirichan Guard Captain. Defend a CIS carrier. She is under attack by Papogod pirates.

Ships and Skill Levels

Random Nav Point			
1	Military Carrier (CIS Zarkowsky)	P	SK 8
4	Tembler	K	SK 5
1	Papogod Shuttle	K	SK 7
1	Military Light		SK 4

Mission Success

The CIS carrier *Zarkowsky* survives. Pirates die.

Mission Failure

The CIS carrier *Zarkowsky* is destroyed. Pirates survive.

CIS CRAVIEN SHARD

Reward	13,000
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	2

Bulletin Board & Diary

BB. From: CIS WANTED: Bounty hunters who can keep calm in the face of great odds! A bandit going by the name of Cravien Shard has been causing us untold problems. Intelligence informs us that Shard has been recruiting for a raiding party. Jump there and erase all traces of Shard and his crew. Proceed with extreme caution.

Diary. Working for: CIS Kill Cravien Shard and his crew. Rumour has it Shard may be using a stolen CIS ship.

Ships and Skill Levels

Random Nav Point			
1	Military Destroyer (Cravien Shard)	K	SK 7
2	Vector		SK 4
2	Leighat		SK 5
Arrive one at a time			
20	Krell		SK 5

Mission Success

Cravien Shard is destroyed.

Mission Failure

Cravien Shard escapes.

CIS DESTROYER UNDER KINDRED CONTROL

Reward	6800
Mission Type	Search and Destroy/Delivery
Mission Waypoint(s)	(Random), 6
Number of Landouts	2

Bulletin Board & Diary

BB. From CIS Headquarters, Special Ops. Div.

A CIS destroyer has either been captured or a significant number of her crew have mutinied. Either way, she is now under Kindred control. As you can well imagine, this is a totally unacceptable situation. We are looking for quality mercenary pilots to participate in a strike against the destroyer and whatever Kindred ships are present. After the Destroyer has been eliminated retrieve the Black box recorder and take it to the CIS ship 'Inspectorate' docked off the shoulder of Hades.

Diary. Working for: CIS Headquarters, Special Ops. Div.

Participate in a strike against a captured CIS destroyer and whatever Kindred ships are present. Take the Black box to the CIS ship 'Smithers' near Hades Nav 6.

Ships and Skill Levels

	Random Nav Point		
1	Mil. Destroyer (Captured Destroyer)	K	SK 7
6	Blade		SK 7
4	Vendetta		SK 7
4	Military Light		SK 4
4	Military Heavy		SK 7
	Nav 6 — Hades		
1	Military Prototype Inspectorate	ID	SK 8

Mission Success

Destroyer is eliminated. Black box (released when destroyer is killed) is delivered to Nav 6.

Mission Failure

Destroyer escapes, or black box is destroyed.

CIS GOOD TIME GANG – DISPOSE OF GANG

Reward	4600
Mission Type	Search and Destroy
Mission Waypoint(s)	15
Number of Landouts	1

Bulletin Board & Diary

BB. From CIS Headquarters, Special Ops. Div. There are an unsavoury bunch of louts from the planet Hermes, known as the Good-Time-Gang, who are bringing in a load of drugs, pleasure borgs, and beer so that they can continue with their lives of drugs, debauchery, and the corruption of our innocent young daughters. It's about time that we put a stop to this, and we are confident that you will enjoy disposing of this vermin. We're offering a very large sum for this. It's an offer you can't refuse. They were last seen at Nav Point #15.

Diary. Working for: CIS Headquarters, Special Ops. Div. Go and wipe out the Good-Time-Gang, at Nav Point #15.

Ships and Skill Levels

	Nav 15		
2	Ilia Mk II (Mindbending Drugs, Extra Strength Beer)	K	SK 9
2	Ogan (Pleasure Borgs, <None>)	K	SK 9
2	Skecis		SK 5
2	Karnenan		SK 6
	Wave 2		
2	Military Light		SK 4

Mission Success

Destroy the Good Time Gang.

Mission Failure

Good Time Gang escapes.

CIS GOOD TIME GANG – DISPOSE OF MILITARY

Reward	2000
Mission Type	Search and Destroy
Mission Waypoint(s)	15
Number of Landouts	1

Bulletin Board & Diary

E-Mail. Ser Arris, we intercepted the message from the Military, and we ask you not to do as they say. All we're after is a good time, we're not hurting anybody [...].

Diary. Help out the Good-Time-Gang at Nav Point #15 Defeat the Military.

Ships and Skill Levels

Nav 15			
2	Ogan (Pleasure Borgs, <None>)		SK 9
2	Ilia Mk II (MIndbending Drugs, Extra Strength Beer)		SK 9
2	Skecis		SK 5
2	Karnenan		SK 6
2	Military Light	K	SK 4
Wave 2			
3	Military Medium	K	SK 5

Mission Success

Destroy the Military ships.

Mission Failure

Military ship escapes.

CIS HQ CAPTURED DESTROYER

Reward	5000
Mission Type	Search and Destroy
Mission Waypoint(s)	109
Number of Landouts	3

Bulletin Board & Diary

E-mail. A CIS military Transport hauling a shipment of experimental bio-enhancers has been hijacked and captured by Jincilla pirates. We are sure they are planning to take the shipment back to a hidden base they have somewhere on the Massanas Moon at Nav Point #109. We believe it impossible to retake the ship, and are therefore authorising her destruction[...].

Diary. At Massanas Nav Point #109, locate and destroy the captured CIS Destroyer before it can land.

Ships and Skill Levels

Nav 109 Massanas			
1	Mil. Destroyer (Captured Bio-Enhancers)	K	SK 7
3	Military Medium (Captured CIS Destroyer)	K	SK 5
3	Skull		SK 4

Mission Success

Military ships are destroyed.

Mission Failure

One or more Military ships escape.

CIS HQ CIVILIAN CONTRABAND CONVOY

Reward	6400
Mission Type	Reconnaissance /Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	0

Bulletin Board & Diary

BB. From: CIS Headquarters, Special Ops. Div.

The CIS command seeks highly qualified, disciplined pilots to conduct a reconnaissance mission on a civilian convoy.

Intercept and identify the convoy suspected of Transporting contraband items.

Due to the extremely unstable nature of the warring factions it is imperative that you destroy any ships carrying weapons and confiscate the cargo.

Diary. Working for: CIS Headquarters, Special Ops. Div.

Intercept and identify a civilian convoy suspected of Transporting contraband items. You are authorised to destroy any ships carrying firearms and confiscate the cargo.

Ships and Skill Levels

	Random Nav Point		
1	Ilia (Firearms)	ID, K	SK 9
4	Ilia (Nerve Toxins, Fluffy Rodents, Brain Implants, Warp Steroids)	ID, P	SK 9
5	Skull		SK 4
	Wave 2 — arrive one at a time		
3	Skull		SK 4

Mission Success

Identify all transport ships. Destroy the ship carrying weapons and collect its cargo.

Mission Failure

Arms-carrying ship escapes. Non-arms carrying transport is destroyed. Weapons cargo is not collected.

CIS HQ CRIPPLED SHIPS

Reward	5000
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. We have an urgent situation requiring immediate assistance. A crippled CIS task force is stranded. CIS intelligence division has informed us of a prototype Papogod [...].

Diary. Go there and take out all Papogod Ships, defend the CIS Carriers.

Ships and Skill Levels

	Random Nav Point		
2	Mil. Carrier (Crippled CIS Carrier)	P	SK 8
2	Papogod Shut. (Emmiter-Prototype)	K	SK 7
2	Tembler (Protector)	K	SK 5
	Wave 2		
2	Tembler (Ship Killers)	K	SK 5
1	Tembler (Ship Killers)		SK 5
1	Ashearer (Ship Killers)	K	SK 7

Mission Success

All Papogod capital ships are destroyed. The CIS ships survive.

Mission Failure

A Papogod capital ship escapes, or a CIS carrier is destroyed.

CIS HQ DESTROY TRANSPORT

Reward	3500
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. The CIS would like you to attack the Jincilla cargo staging facility. The Cargo ships will make a run for it as soon as you're detected. Forget their Guards, hit the Transports before they can escape.

Diary. Working for: CIS Headquarters, Special Ops. Div. Attack a Jincilla cargo staging area. Destroy the Transports.

Ships and Skill Levels

	Random Nav Point		
2	Jincilla Shuttle	K	SK 5
2	Skull (Patrol Fighter)		SK 4
2	Veldor (Patrol Fighter)		SK 4

Mission Success

Jincilla Shuttles destroyed.

Mission Failure

Jincilla Shuttles escape.

CIS HQ DRUNKEN PIRATES

Reward	4000
Mission Type	Search and Destroy
Mission Waypoint(s)	2
Number of Landouts	3

Bulletin Board & Diary

BB. We have a problem with a rogue pack of drunken Jincilla pirates harassing the space lanes just outside Bex, Nav Point #2. Most of our operatives are currently deployed elsewhere and we would appreciate your assistance in this matter. You are authorised to search and destroy all offenders. You must also prevent them from destroying any more civilian cargo ships.

Diary. Working for: CIS Headquarters, Special Ops. Div. Go to Bex, Nav Point #2, and destroy all drunken pirates, protect the surviving cargo ships.

Ships and Skill Levels

Nav 2 — Bex			
2	Ogan (Civilian Courier, Civilian Cargo)	P	SK 9
2	Skull	K	SK 4
4	Veldor	K	SK 4

Mission Success

Pirates are destroyed. Bystanders are not.

Mission Failure

Bystanders are killed, or Pirates escape.

CIS HQ HEAVY FIGHTER MUTINY

Reward	4800
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	2

Bulletin Board & Diary

BB. Confidential -CIS- Confidential

This is an extremely confidential mission. Only true mercenaries should apply.

If you accept this mission your diary will contain a full document of what we require of you.

Diary. CONFIDENTIAL -CIS- CONFIDENTIAL

We have a serious problem; 3 heavy fighters have mutinied. We believe the occupants to be brainwashed by an unknown virus. Tell no one of your departure.

Destroy all traces of them and their ships.

Ships and Skill Levels

Random Nav Point			
3	Military Heavy	K	SK 7

Mission Success

Destroy all rogue military personnel (6) and craft (3) in the area.

Mission Failure

Rogue military craft escape.

CIS HEADQUARTERS HOSTAGE

Reward	6000
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

We have a rather unpleasant situation on our hands. The Jincilla clan has discovered at least two of our undercover operatives and are holding them prisoner. The hostages are being held in cargo containers while their fate is being decided. Whatever that fate is, you can be sure it will be extremely unpleasant. We want you to go in and rescue the hostages and destroy the pirate supply ship. Get in and out as quickly as possible. It is likely that the pirates will attempt to terminate the hostages once you are detected. Finally, we have an undercover CIS operative in a Jincilla Skull ship there ready to help you. Do not Kill him by mistake!!

Diary. Working for: CIS Headquarters, Special Ops. Div. Rescue the hostages being held there by pirate forces.

Ships and Skill Levels

Random Nav Point			
1	Tacon (Patrol Commander)		SK 5
7	Veldor (Patrol Fighter)		SK 4
1	Jincilla Shuttle (Supply Ship)	K	SK 5
1	Skull (CIS Undercover)		SK 4

Mission Success

Destroy the pirate supply shuttle.

Pick up both prisoner cargo containers.

Mission Failure

A cargo container with hostages is destroyed, or the pirate supply shuttle survives.

CIS HQ KIOWAN SEARCH & DESTROY

Reward	4700
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	2

Bulletin Board & Diary

BB. FROM: CIS HEADQUARTERS, SPECIAL OPS. DIV.

Efficient pilots required for seek and destroy mission.

A CIS secret agent has reported that Kiowan forces are taking up a position. The report is unclear, but we have details of at least four heavy fighters docked near a Transport shuttle.

You are required to destroy all pirate ships present.

Diary. Working for: CIS Headquarters, Special Ops. Div.

Locate and destroy Kiowan forces. Main target: Fighters under repair and attending Transport shuttle.

Ships and Skill Levels

Random Nav Point			
6	Krell	K	SK 5
4	Krell		SK 5
1	Kiowa Shuttle	K	SK 6
3	Leighat		SK 5
2	Vector		SK 4

Mission Success

Kiowa pirate ships destroyed; the Kiowa Shuttle and Krells in particular.

Mission Failure

Pirate ships escape.

CIS HQ MUNITIONS DEPOT

Reward	6000
Mission Type	Defend
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. CIS Intelligence has learned of a planned attack on one of our Munitions Depots. Currently the majority of CIS forces are occupied elsewhere. We request your assistance in the defence of this facility. The main targets of the attack will be the cargo vessels. Defend them at all costs. This facility must not fall into pirate hands.

Diary. Working for: CIS Headquarters, Special Ops. Division. Defend the CIS Transports from a pirate attack.

Ships and Skill Levels

	Random Nav Point		
1	Ilia Mk II (Hellraiser Missiles)	P	SK 9
1	Ilia Mk II (Kraven Lasers)	P	SK 9
4	Lasertower		NA
	Wave 1		
3	Veldor	K	SK 4
	Wave 2		
2	Veldor	K	SK 4
2	Skull	K	SK 4
	Wave 3		
2	Veldor	K	SK 4
2	Tacon	K	SK 5

Mission Success

Two Ilia cargo ships carrying military hardware survive. Pirates are destroyed.

Mission Failure

Cargo ships carrying military hardware are destroyed. Pirates escape.

CIS HQ NERVE TOXIN & FIREARM

Reward	7750
Mission Type	Reconnaissance/ Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	2

Bulletin Board & Diary

BB. From CIS Headquarters, Special Ops. Div.

The CIS command seeks a qualified pilot to conduct reconnaissance mission. Intercept and identify a civilian convoy suspected of Transporting contraband.

Due to the sensitivity of the area they are passing through, all ships carrying Nerve Toxins or Firearms must be destroyed.

Diary. Working for : CIS Headquarters, Special Ops. Div.

Intercept and identify a civilian convoy suspected of Transporting contraband items. You are required to destroy all ships carrying Nerve Toxins and Firearms.

Ships and Skill Levels

Random Nav Point			
2	Ilia (Fluffy Rodents, Brain Implants)	ID	SK 9
1	Ilia (Nerve Toxins)	ID, K	SK 9
1	Ilia Mk II (Firearms)	ID, K	SK 9
2	Ilia Mk II (Warp Steroids, (Fluffy Rodents)	ID	SK 9

Mission Success

You must ID all six ships, and destroy the ones carrying Firearms and Nerve Toxins.

Mission Failure

You miss a ship, or the contraband carriers escape.

CIS HQ PAPOGOD DRUG

Reward	7030
Mission Type	Reconnaissance/ Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	2

Bulletin Board & Diary

BB. Our sources report Papogod warriors returning from a recent skirmish.

They have been sighted with civilian cargo ships laden with Illegal drugs.

Identify all cargo ships and destroy any carrying narcotics, but exercise caution as there may be prisoners aboard some of the others; Leave these alone and we'll send in a fleet to retrieve them.

Diary. Working for : CIS Headquarters, Special Ops. Div.

Intercept and identify a civilian convoy suspected of Transporting contraband items. Destroy all ships carrying narcotics.

Ships and Skill Levels

Random Nav Point			
1	Ilia (Narcotics)	ID, K	SK 9
3	Ilia Mk II (Prisoners)	ID	SK 9
1	Ogan (Narcotics)	ID, K	SK 9
1	Ogan (Prisoners)	ID	SK 9
2	Gea Transit (Narcotics)	ID, K	SK 9
4	Tembler		SK 5
2	Ecantona		SK 6
2	Ashearer		SK 7

Mission Success

ID all transports and destroy only the ones carrying narcotics.

Mission Failure

You destroy a prisoner ship, or allow a narcotics ship to escape.

CIS HQ RECON

Reward	3500
Mission Type	Search and Destroy (Reconnaissance)
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. The Chirichan pirate clan has managed to capture a CIS destroyer. The destroyer was responding to a distress call [...].

Diary. Identify all the ships in the area.

Ships and Skill Levels

Random Nav Point			
1	Mil. Destroyer (Captured CIS Destroyer)	ID	SK 7
1	Ogan (Stolen Cargo Ship)	ID	SK 9
2	Ilia (Stolen Cargo Ship)	ID	SK 9
Waves 2-8 — arrive one at a time			
7	Heron		SK 4
Wave 9			
1	Mil. Destroyer - friendly		SK 7

Mission Success

Identify all the non-fighter ships in the area.

Mission Failure

The captured CIS destroyer and the stolen cargo escape observation.

CIS HQ SPACE LAB SOS

Reward	7000
Mission Type	Search and Destroy
Mission Waypoint(s)	64, 70
Number of Landouts	3

Bulletin Board & Diary

BB. Go to Nav Point #64 and wait for Chirichan deployment force to warp in through the jump gate. They are there to assemble a new scrambler satellite that will allow them to control access to the jump gate.

Take out the shuttles before the main task force arrives.

Diary. At Nav Point #64, intercept Chirichan deployment force before they launch their access control satellite.

Ships and Skill Levels

Nav 64			
(None)			
Nav 70			
2	Demon (3 if arrival delayed)	K	SK 4
2	Heron	K	SK 4

Mission Success

Chirichan deployment force stopped. (New Mission — Dr. Smithe is rescued.)

Mission Failure

Chirichans gain control of the jump gate. Dr. Smithe dies.

CIS HQ STOLEN DATA

Reward	4000
Mission Type	Delivery
Mission Waypoint(s)	153
Number of Landouts	3

Bulletin Board & Diary

BB. We have an urgent situation that requires an immediate response. One of our undercover operatives has been discovered attempting to flee the Chirichan Draknor station at Nav Point #153. He has in his possession a package containing important information regarding future Chirichan movements. He is being pursued by Chirichan pirate craft who wish to destroy him and his cargo. Rendezvous with him and collect the package, then get to the nearest technology centre where the information will be collected from you.

Diary. Working for: CIS Headquarters, Special Ops. Div. Collect package from CIS Undercover Operative at Draknor Station Nav Point #153.

Ships and Skill Levels

Nav 153 — Draknor

1	Chirichan Shuttle (CIS Operatave)	SK 5
3	Demon (Patrol Fighter)	SK 4
4	Heron (Patrol Fighter)	SK 4

Mission Success

Deliver the package (which is released when the shuttle is destroyed) safely.

Mission Failure

Package is destroyed before delivery is possible.

CIS HOSTAGE POD

Reward	4700
Mission Type	Delivery
Mission Waypoint(s)	192, 193, 6
Number of Landouts	1

Bulletin Board & Diary

BB. From: CIS Headquarters, Hades

The Jincilla and Kiowan clans have been negotiating a hostage exchange. Each clan has occupied one of two adjacent Nav Points, 192 and 193, and at each one is their respective hostage, held in a cargo pod. As a precautionary measure both clans have surrounded each pod with six laser turrets. The turrets are primed to fire if the deal turns sour, or if any hostiles approach. The clans aim to complete the exchange using escorted shuttles. Your job is to take out the turrets and capture both hostage pods and deliver them to Hades local space, before the exchange can take place. Pull this one off and we'll be impressed!

Diary. Working for: CIS. Go to Nav points 192 and 193 and capture hostage pods. Take pods to Hades.

Ships and Skill Levels

	Nav 192	
8	Lasertower	NA
	Nav 193	
8	Lasertower	NA
	Nav 6 — Hades	
1	Military Carrier	SK 8
3	Military Destroyer	SK 7

Mission Success

Hostage pods are returned safely to Hades.

Mission Failure

Hostage pods are destroyed.

CIS ID LARGE CARGO CONVOY

Reward	5500
Mission Type	Reconnaissance/ Search and Destroy
Mission Waypoint(s)	25, 0, 6
Number of Landouts	1

Bulletin Board & Diary

BB. From: CIS Headquarters, Special Ops. Div.

We have detected a large convoy of cargo ships, which we have been tracking since they left Anhur, and look as though they are on their way to Karatikus (Nav Point #0). We would like a neutral pilot to go and ID the ships, as it is not in our best interests to fly so close to a pirate convoy. If you discover any of the ships to be carrying illegal goods, they must be destroyed before they reach Karatikus. Do not kill the innocent passenger ships, and be sure to keep an eye out for escorts. The convoy was last seen at Nav Point #25. If any pirates try to escape in space-suits, capture them and take them to the CIS destroyer off Hades, for questioning.

Diary. Working for: CIS Headquarters, Special Ops. Div.

ID convoy of cargo ships traveling between Nav Point #25 and #0, and destroy any ships containing contraband. Pick up any pirates that try to escape.

	Nav 25		
3	Ogan (Missile Transporter, Contraband Package)	K	SK 9
5	Ogan (Passenger Transporter)	P	SK 9
5	Vector		SK 4
	Nav 0 — Karatikus		
4	Vector		SK 4
2	Leighat		SK 5
	Nav 6 — Hades		
1	Military Destroyer	ID	SK 7
1	Military Medium		SK 5
2	Military Light		SK 4

Mission Success

Ships carrying contraband and missiles are destroyed, spacemen (3) are collected, and no civilian casualties are incurred.

Mission Failure

Contraband (or missiles) ship or spaceman escapes. A civilian is killed.

CIS INFECTED HUMANIST REBEL – PART A

Reward	16000 (after completing Part B)
Mission Type	Reconnaissance/ Search and Destroy
Mission Waypoint(s)	7
Number of Landouts	5

Bulletin Board & Diary

BB. Rogue Transport ships have left Anhur ferrying Humanist rebels. Normally the Humanists would not condescend to travelling in such vessels, but these Humanists are different. Some of them are infected with a terminal disease that is extremely contagious. These Transports must be prevented from reaching populated areas. Single out and terminate any ships carrying these infected Humanists.

The Humanists know of our intentions and will be prepared to defend themselves.

Diary. Working for: CIS

Proceed to Nav Point 7. Destroy any ship carrying infected Humanists. Do not destroy any other ship without permission.

Ships and Skill Levels

Nav 7 — Anhur — arrive one at a time

2	Ogan (Infected Humanists)	K	SK 9
2	Monolith (Infected Humanists)	K	SK 9
1	Gea Transit (Humanist Passengers)	P	SK 9
6	Monolith (Blind Humanists, Humanist Toilets, Humanist Troops, Humanist Insects, Humanist Liquids, Humanists)	P	SK 9
1	Ilia Mk II (Infected Humanists)	K	SK 9
2	Ilia Mk II (Humanist Passengers, Humanist Clothing)	P	SK 9
1	Gea Mk II (Humanist Carrier)	P	SK 9

Mission Success

Innocent ships must survive. "Infected Humanist" ships must be destroyed.

Mission Failure

Ship carrying infected humanists escape. Any other Monolith or Ilia ship is destroyed.

CIS INFECTED HUMANIST REBEL – PART B

Reward	16,000
Mission Type	Search and Destroy
Mission Waypoint(s)	12
Number of Landouts	2

Bulletin Board & Diary

E-Mail. The CIS now deem it necessary that the rest of the convoy at Nav 7 be destroyed. People who harbour criminals are not tolerated. [...]

Diary. Continue on to Nav 12 and check out the rest of the convoy.

Ships and Skill Levels

Nav 12			
3	Ogan (Infected Humanists)	K	SK 9
4	Monolith (<Misc. Humanists>)	P	SK 9
1	Gea Transit (Humanist OAPs)	P	SK 9
	Arrive one at a time		
2	Krell		SK 5
2	Leighat		SK 5
2	Vector		SK 4

Mission Success

All infected ships (Ogan) in the convoy are destroyed. Innocent ships survive.

Mission Failure

Infected convoy ship escapes. Bystanders are killed.

CIS JINCILLA ATTACKING MILITARY CARRIER

Reward	2500
Mission Type	Search and Destroy
Mission Waypoint(s)	45
Number of Landouts	3

Bulletin Board & Diary

BB. From: CIS Headquarters, Special Ops. Div.

The Kindred have hired the dregs of piracy, the Jincilla, to attack a Military carrier near Nav Point #45, between Hades and Crius. This carrier has recently been in a battle with the Kindred, rescuing many innocent civilians who had been kidnapped from their homes, to be used in medical experimentation. However, they suffered many losses [...].

Diary. Eliminate Jincilla craft attacking a CIS carrier at Nav Point #45.

Ships and Skill Levels

Nav 45			
1	Military Carrier (CIS Katreed)	P	SK 8
5	Skull	K	SK 4
5	Military Light		SK 4

Mission Success

Military ship survives. Pirates are destroyed.

Mission Failure

Military ship is destroyed. Pirates escape.

CIS KAITLIN DERELICT

Reward	9900
Mission Type	Defend
Mission Waypoint(s)	120
Number of Landouts	2

Bulletin Board & Diary

BB. From: CIS Special Div.

We have ourselves a major problem.

The crew of the CIS *Kaitlin* have mutinied and jumped ship. Although the mutineers have not yet been located (believe me, they will be) the *Kaitlin* has. She is now stranded at Nav Point 120.

Two CIS Cruisers have been posted to oversee the recovery operation. However, no CIS fighter units are available at this time to help. We require a mercenary to help defend the carrier while the recovery units make their way to the *Kaitlin*. Let us stress that the *Kaitlin* is a very valuable piece of military hardware which must not fall into enemy hands.

Diary. Working for: CIS Headquarters, Special Ops. Div. Help defend a CIS carrier at Nav 120.

Ships and Skill Levels

	Nav 120 — Athos		
1	Military Carrier (CIS Kaitlin)	P	SK 8
2	Military Prototype (CIS Phoenix, CIS Ice Breaker)		SK 8
2	Papogod Cruiser	K	SK 7
	Carrier 1 Fighters		
6	Ecantona	K	SK 6
2	Ashearer	K	SK 7
	Carrier 2 Fighters		
4	Ecantona	K	SK 6
4	Ashearer	K	SK 7
	Final Wave		
2	Freij	K	SK 8

Mission Success

Carrier *Kaitlin* survives. Attackers are killed.

Mission Failure

Kaitlin is destroyed.

CIS PAPOGOD PIRATES CAPTURE CAPITAL SHIP

Reward	4000
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. This is an emergency! The Papogod pirates have managed to capture one of our capital ships, board it and kill the entire crew. It is only a matter of time before they are able to override the ship's computer and find out the access codes to our computers, revealing all sorts of classified information to them. You must destroy the vessel [...].

Diary. Destroy military capital ship, and any pirate ships.

Ships and Skill Levels

Random Nav Point			
1	Military Destroyer (Captured Vessel)	K	SK 7
13	Lasertower		NA
4	Tembler	K	SK 5
1	Military Medium		SK 5

Mission Success

Destroy captured ship and any allies.

Mission Failure

Captured ship or ally survive.

CIS PIRATE REPAIR OP

Reward	5000
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	2

Bulletin Board & Diary

BB. A CIS operative has learned that Jincilla forces are conducting repair operations.

A Transport shuttle is currently refitting at least six heavy fighters. We would like you to take out these ships, including the shuttle. The status of these fighters is unknown, they may or may not be capable of entering hyperspace.

Diary. Locate and destroy a pirate repair operation. Destroy the fighters undergoing repairs, and attending Transport shuttle.

Ships and Skill Levels

Random Nav Point			
6	Tacon	K	SK 5
1	Jincilla Shuttle	K	SK 5
8	Veldor		SK 4

Mission Success

Pirate ships (Tacon and Jincilla Shuttle ships) are destroyed.

Mission Failure

Pirates (Tacon, Jincilla Shuttle) escape.

CIS PRISON TRANSPORTER

Reward	3500
Mission Type	Escort
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. From: CIS Headquarters, Special Ops. Div.

We have a Prison Transporter ship which is on its way to Hades to drop off its 'load'. It has two escorts which have picked up an unusually high pirate presence in the area, and are worried about being attacked. We need an experienced pilot to go and escort the ship, and help out in case of an attack on it. If you are up to the job, we'll make it worth your while. We'll transmit the co-ordinates to your computer upon accepting, for security reasons.

Diary. Aid Military prisoner Transporter and destroy any attackers.

Ships and Skill Levels

Random Nav Point			
1	Mil. Transport (Prisoner Transporter)	P	SK 9
2	Military Medium (Escort Ship)		SK 5
5	Demon	K	SK 4
Wave 2			
1	Heron		SK 4
1	Military Heavy		SK 7

Mission Success

Transport ship survives. Fighters (Demons) are destroyed. (You don't actually have to transport it all the way to Hades. Just keeping it alive throughout the attack is adequate.)

Mission Failure

Transport ship is destroyed. Demon survives.

CIS RONULA SMITTS

Reward	11,000
Mission Type	Escort
Mission Waypoint(s)	147, 96, 170, 6
Number of Landouts	2

Bulletin Board & Diary

BB. You've probably heard on the grapevine that we've got Ronula Smitts in custody, a former Kindred operative who is about to spill his guts on certain Kindred operations. He is currently in transit between Tersa (Nav 147) and Hades (Nav 6) We need you to meet up with the Transport at Nav 147 and escort him to Hades.

The Kindred want this guy dead so keep your eyes open.

Diary. Working for CIS Flying Squad: Escort a cargo ship Transporting Ronula Smitts from space station Tersa (Nav 147) to Hades (Nav 6). Watch out for the Kindred.

Ships and Skill Levels

	Nav 147 — Tersa		
1	Ilia (Ronula Smitts)	P	SK 9
	Nav 96		
3	Vendetta		SK 7
	Nav 170		
2	Vendetta		SK 7
1	Blade		SK 7
	Nav 6 — Hades		
3	Blade		SK 7
	Arrive one at a time		
4	Kiowa Cruiser		SK 7
1	Vector		SK 4
1	Leighat		SK 5
2	Krell		SK 5

Mission Success

Ronula's ship (Ilia) docks safely at its destination.

Mission Failure

Ronula's ship (Ilia) is destroyed.

CIS SABOTAGED SATELLITE

Reward	7200
Mission Type	Delivery/Search and Destroy
Mission Waypoint(s)	(Random), 1
Number of Landouts	2

Bulletin Board & Diary

BB. The CIS command seeks an expert stealth pilot to take on a sabotage situation. It appears that a vital CIS communications satellite has ceased to respond. [...].

Diary. Special Ops. Div. Remove the bomb from the sabotaged satellite.

Ships and Skill Levels

Random Nav Point			
2	Danrik		SK 6
2	Military Light	P	SK 4
2	Military Heavy	P	SK 7
Nav 1 — Hephaestus			
1	Military Prototype Wilcox	P	SK 8
3	Lasertower		NA

Mission Success

Satellite, Military ships and lasertowers survive. Bomb must be collected from satellite. (Afterward, six terrorists at Random Nav must be killed.) Deliver bomb to Nav 1.

Mission Failure

Satellite, bomb are destroyed. Military ships are destroyed. Your ship hits one of the 10 mines.

CIS SMUGGLERS

Reward	2700
Mission Type	Reconnaissance
Mission Waypoint(s)	93, 96
Number of Landouts	3

Bulletin Board & Diary

BB. We need the help of a mercenary with a fast and well equipped ship. We have been told the Jincilla clan has amassed a large amount of weaponry, but we don't know where [...].

Diary. ID cargo ship at Nav Point #93, supposedly carrying lumber.

Ships and Skill Levels

Nav 93 — Serca			
1	Monolith (Lumber)	ID	SK 9
2	Monolith (Livestock, Ores)		SK 9
Nav 96			
4	Jincilla Shuttle		SK 5
4	Military Light		SK 4
12	Lasertower		NA
4	Skull	K	SK 4

Mission Success

ID Cargo ship. Destroy pirates at their base. Cargo pods (4 at Nav 96) are collected.

Mission Failure

Cargo ship is destroyed. Pirates escape.

CIS STRYKER

Reward	4400
Mission Type	Escort
Mission Waypoint(s)	(Random)
Number of Landouts	1

Bulletin Board & Diary

BB. From: CIS Headquarters, Special Ops. Div.

The Papogod terrorists seem hell-bent on destroying our space carriers. They've already destroyed one, the CIS *Whatley,* and are now attacking the CIS *Stryker.* We don't know what their ultimate goal is, but we are beginning to suspect the Kindred have some sort of secret alliance with them. She has plenty of fighters to protect her, but they are all rookies. We need you to defend the *Stryker* from these pirates.

Your skill is needed for this one, Ser Arris. Don't let us down.

Diary. Working for: CIS Headquarters, Special Ops. Div.

Defend the CIS *Stryker* from Papogod terrorists.

Ships and Skill Levels

	Random Nav Point		
1	Military Carrier (CIS Stryker)	P	SK 8
	Defenders		
5	Military Light		SK 4
	Attackers		
5	Tembler	K	SK 5
1	Papogod Cruiser	K	SK 7

Mission Success

Stryker survives. Pirates are killed.

Mission Failure

Stryker is destroyed. Pirate escapes.

CIS TERREL WOUNDED CONVOY

Reward	6750
Mission Type	Reconnaissance/Search and Destroy
Mission Waypoint(s)	122
Number of Landouts	0

Bulletin Board & Diary

BB. From: CIS Headquarters, Special Ops. Div. The CIS seek pilots with good combat skills to aid a convoy of injured civilians at Nav #122.

You are required to intercept and identify a suspicious convoy Transporting wounded from a recent skirmish on Terrel. Check all ships in the convoy. Destroy any ships carrying contraband.

Diary. Working for: CIS Headquarters, Special Ops. Div. At Nav Point #122, intercept and identify a pirate convoy Transporting wounded from a recent battle.

Identify all ships. Destroy all but the ships carrying wounded civilians; they will prove very useful to us.

Ships and Skill Levels

Nav 122 — Terrel			
1	Monolith (Refugees)	ID, P	SK 9
4	Monolith (Weapons, Troops, Bio-Toxins, Bio-Toxins)	ID, K	SK 9
1	Transport (Refugees)	ID, P	SK 5
4	Transport (Pirate Leader, Nerve Virus, Warheads, Missile Parts)	ID, K	SK 5
Arrive one at a time			
6	Skull		SK 4
3	Skecis Mk II		SK 6

Mission Success

Identify all transports. Destroy all ships not carrying refugees.

Mission Failure

Transports escape identification. Contraband-carrying ship escapes.

COLONEL SLADE "TEX" CARVER

Reward	9000
Mission Type	Escort
Mission Waypoint(s)	70, 64, 59, 154, 153, 154
Number of Landouts	2

Bulletin Board & Diary

I am the lone survivor of the "Black Watch," a search and destroy unit. We were on a routine mission against the Chirichan Clan when my ship went down with systems failure. The rest of my wing went in, but those Chirichan bastards were waiting for them. My whole unit was wiped out, I should have been there with them. Now I've got me a score to settle and I need some backup for another unsanctioned mission. If you're interested, meet me at Nav Point #70 for more detailed instructions. Pack some heat because this one is gonna get hot.

Diary. Working for: Colonel Slade "Tex" Carver, CIS Special Ops. Meet Colonel Carver at Nav Point #70 to find out what this mission is all about.

Mission Success

Carver must survive until he reaches Nav 154. Pod he drops at Nav 154 must be picked up and delivered to Anhur.

Mission Failure

Pirate kills Carver before he drops the pod.

Ships and Skill Levels

	Nav 70		
2	Demon	K	SK 4
1	Military Heavy (Col. Carver)		SK 7
3	Heron	K	SK 4
	Nav 64		
3	Heron	K	SK 4
1	Demon	K	SK 4
1	Chirichan Shuttle		SK 5
	Nav 59		
2	Heron	K	SK 4
1	Testmos	K	SK 5
2	Demon	K	SK 4
	Nav 154		
3	Testmos	K	SK 5
1	Heron	K	SK 4
	Wave 2		
1	Heron	K	SK 4
1	Testmos	K	SK 5
	Wave 3		
1	Heron	K	SK 4
1	Testmos	K	SK 5
	Nav 153 — Draknor		
2	Chirichan Cruiser	K	SK 6
2	Demon	K	SK 4
2	Testmos	K	SK 5
	Wave 2		
3	Heron	K	SK 4
	Nav 154		

(None)

COM-LINK COMMUNICATIONS

Reward	4700
Mission Type	Delivery
Mission Waypoint(s)	200, 194, 117, 200
Number of Landouts	3

Bulletin Board & Diary

BB. From: Com-Link Communications Ltd.

Due to a recent attack, one of our radar stations was badly damaged, causing some crates containing extremely expensive, delicate components for our latest satellites to drift out into space. These must be retrieved, as they have taken years to develop, and the future of the company is relying on the sales of this technology to stay in business.We have tracked the equipment and have their co-ordinates, which we will transmit to your computer upon accepting the mission, to prevent our rivals finding out where they are. Can you help us?

Diary. Working for: Com-Link Communications Ltd.

Retrieve satellite equipment at Nav Points #194 and #117, and return them to the Research labs (Nav Point #200). <<Very sensitive equipment. Take extra care!!>>

Ships and Skill Levels

Nav 200			
(None)			
Nav 194			
1	Vendetta		SK 7
Nav 117			
1	Blade		SK 7
Nav 200			
2	Vendetta	K	SK 7
Wave 2			
2	Tembler	K	SK 5
Wave 3			
1	Tembler	K	SK 5

Mission Success

Equipment (2 at Nav 194, 2 at Nav 117) collected and returned to Nav 200. Pirates destroyed. Nav 200 spacelab survives.

Mission Failure

Equipment not delivered, or destroyed by collision (very sensitive) or pirates. Pirate escapes. Nav 200 spacelab is destroyed.

CONRAD BIKUNSKI – PART A

Reward	3000
Mission Type	Search and Destroy
Mission Waypoint(s)	200
Number of Landouts	1

Bulletin Board & Diary

BB. From: Conrad Bikunski - Special Ops. Division - CIS

Assist the CIS in a small skirmish against Papogod forces at Nav 200. We are expanding our interests to include a mining operation on Hades. Your reward will be based on how many CIS ships are left standing at the end of the fight. By the way, we are outnumbered.

Diary. Assist the CIS in a small skirmish against Papogod forces at Nav 200.

Ships and Skill Levels

Nav 200			
6	Military Light		SK 4
4	Ecantona	K	SK 6
5	Tembler	K	SK 5

Mission Success

Papogod forces are destroyed.

Mission Failure

Papogod pirate escapes.

CONRAD BIKUNSKI – PART B

Reward	3200
Mission Type	Search and Destroy
Mission Waypoint(s)	202, 94
Number of Landouts	1

Bulletin Board & Diary

E-Mail. Good job. For the work you've already done your account has been credited. Now, we've found a CIS cargo ship at Nav 202, and it appears that the Papogod pirates have taken her over. [...].

Diary. There is a CIS cargo ship at Nav 202, and the Papogod pirates have taken her over. She's being taken to Nav 94, currently the favourite hangout of the Papogod. Destroy her and her escort [...].

Ships and Skill Levels

Nav 202			
1	Military Transport	K	SK 9
3	Tembler	K	SK 5
4	Ecantona	K	SK 6

Nav 94
(None)

Mission Success

Carrier and pirate escorts are destroyed. (Collect reward at ES: Corsas — Nav 94.)

Mission Failure

Carrier or pirate escort escape.

DAVIS & CO. ARMAMENTS AND SUPPLIES, ESCORT

Reward	5000
Mission Type	Escort
Mission Waypoint(s)	(Random)
Number of Landouts	1

Bulletin Board & Diary

BB. From: Davis & Co., Armaments & Supplies

We have a cargo ship under escort, and we've just received word that the Jincilla are en route to ambush her.

Diary. Working for: Davis & Co., Armaments & Supplies

Defend a cargo ship against Jincilla pirates.

Ships and Skill Levels

	Random Nav Point		
2	Gea Mk II (Davis & Co. Armaments)	P	SK 9
	Escorts		
2	Duress		SK 8
	Attackers		
3	Veldor	K	SK 4
	Wave 2		
2	Veldor	K	SK 4
	Wave 3		
2	Veldor	K	SK 4

Mission Success

Cargo ship survives. Pirates destroyed.

Mission Failure

Cargo ship is destroyed. Veldor pirate escapes.

DAVIS & CO. ARMAMENTS AND SUPPLIES, "GIFTS AND ANTIQUES"

Reward	3600
Mission Type	Search and Destroy
Mission Waypoint(s)	8, 2, 1, 9, 8
Number of Landouts	3

Bulletin Board & Diary

BB. From: Davis & Co., Armaments And Supplies

A band of pirates have seized a large shipment of armaments traveling between Bex (Nav 2) and Hephaestus (Nav 1). The shipment consists of two ships, which are now traveling totally unescorted. They plan to use the anonymity of the ships as cover, but we've discovered the name under which they are traveling. We need you to travel the rather busy route between the planets, identifying all cargo ships you see. Once you discover ships traveling as "Gifts & Antiques", blow them away. We'd much rather this shipment be destroyed quickly than risk a salvage operation, as pirates often booby trap their ships.

Diary. Working For : Davis & Co., Armaments and Supplies

Identify and destroy two cargo ships traveling as "Gifts & Antiques" between Bex (Nav 2) and Hephaestus (Nav 1). Resistance should be minimal.

Ships and Skill Levels

	Nav 8		
1	Ogan (Gifts & Antiques)	K	SK 9
1	Ogan (Bioengineering)		SK 9
1	Ilia (Gifts & Antiques)	K	SK 9
	Nav 2 — Bex		
1	Transport (Medical Supplies)		SK 5
1	Gea Transit (Bioengineering)		SK 9
	Nav 1 — Hephaestus		
1	Gea Transit (Krenelaen Whiskey)	P	SK 9
	Nav 9		
1	Transport (Messineo Couriers)		SK 5
1	Transport (Meredith Design)	P	SK 5
	Nav 8		
1	Gea Transit (Meredith)		SK 9
1	Transport (Davis)		SK 5

Mission Success

Ships bearing the ID "Gifts & Antiques" should be destroyed. Ships "Krenelaen" or "Meredith" must not be destroyed.

Mission Failure

The wrong ships are destroyed, or a "Gift" ship safely docks.

DAVIS & CO. ARMAMENTS AND SUPPLIES, NERVE WEAPON – PART A

Reward	6000 (after completing Part B)
Mission Type	Escort
Mission Waypoint(s)	4, 44, 23
Number of Landouts	2

Bulletin Board & Diary

BB. From: Davis & Co., Armaments and Supplies

There is a cargo ship fully loaded with top secret nerve weapons which would spell disaster for our corporation if they were to get out in the open. We need an experienced escort pilot, and your name has been mentioned to us as a likely candidate to get the job done. We need the cargo delivered from Crius (Nav 4) to Karatikus (Nav 0), and, due to a security leak we are still attempting to uncover, this information is now known to a small number of Kiowan pirates.

They will stop at nothing to get this cargo, so beware.

Diary. Working for: Davis & Co., Armaments and Supplies

A shipment of armaments needs to be escorted from Crius (Nav 4) to Karatikus (Nav 0). Kiowan pirates will be after it, so look out for them.

Ships and Skill Levels

Nav 4 — Crius			
1	Gea Transit (Weapons Transporter)	P	SK 9
1	Vector		SK 4
1	Leighat		SK 5
Nav 44			
1	Vector		SK 4
Nav 23			
1	Vector		SK 4

Mission Success

Weapons ship docks safely.

Mission Failure

Weapons ship is destroyed.

DAVIS & CO. ARMAMENTS AND SUPPLIES, NERVE WEAPON – PART B

Reward	6000
Mission Type	Escort
Mission Waypoint(s)	88, 57, 133
Number of Landouts	3

Bulletin Board & Diary

E-Mail. We've just received an emergency communication from the cargo ship *Lubanna;* it has been abandoned and left to the mercy of the Kiowan pirates. Luckily, the shipment made it to the space station Bestinium, and is now waiting for another escort. We need you to go to Bestinium (Nav 88) and escort our shipment to cargo station Lironas (Nav 133).

The escorts had stupidly been paid in advance, and were most likely working for the Kiowans. If we receive word of their location, we'll give you a bonus for taking them out.

Diary. Working for: Davis & Co., Armaments and Supplies

Escort another shipment of arms from space station Bestinium (Nav 88) to space station Lironas (Nav 133).

Ships and Skill Levels

	Nav 88 — Bestinium		
1	Ilia Mk II (Lubanna)	P	SK 9
	Nav 57		
2	Vector		SK 4
1	Leighat		SK 5

Mission Success

Shipment *(Lubanna)* docks safely.

Mission Failure

Lubanna is destroyed.

DAVIS & CO. ARMAMENTS AND SUPPLIES, NERVE WEAPON – PART C

Reward	2500
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

E-Mail. Incidentally, we are prepared to offer you a bonus if you will destroy the Kiowan escort we hired originally.

Diary. Working for: Davis & Co., Armaments and Supplies. Destroy the escort that abandoned the *Lubanna* arms shipment in mid-flight.

Ships and Skill Levels

Random Nav Point			
2	Duress	K	SK 8
2	Heretic	K	SK 9
Wave 2			
2	Kiowa Cruiser	K	SK 7
2	Vector	K	SK 4
1	Krell	K	SK 5
Wave 3 — arrive one at a time			
3	Kiowa Cruiser	K	SK 7
4	Vector	K	SK 4
1	Vector		SK 4
2	Krell	K	SK 5

Mission Success

Destroy escort and pirates.

Mission Failure

Attackers escape.

FINBHAR CRATCHETT – PART A

Reward	2200
Mission Type	Escort
Mission Waypoint(s)	12, 142
Number of Landouts	3

Bulletin Board & Diary

BB. From: Finbhar Cratchett, Orphanage Director, Anhur.

There is a cargo ship at Nav Point #12 that contains cybernetic limbs for children at my orphanage. The escort I hired has abandoned it, taking the credits I foolishly paid them in advance. Please would anyone out there take over the escort and ensure the cargo makes it to the space station at Nav Point #142 where they can be repaired so that my little ones can walk again. You will be credited on completion of the mission.

Diary. Working for: Finbhar Cratchett, Orphanage Director.

There's a cargo ship at Nav Point #12 that needs to reach the space dock at Nav Point #142. See that it does.

Ships and Skill Levels

	Nav 12		
1	Ogan (Medical Supplies)	P	SK 9
1	Demon		SK 4
1	Heron		SK 4
	Nav 142 — Ambush		
2	Demon		SK 4
1	Heron		SK 4

Mission Success

The medical ship reaches its destination.

Mission Failure

The medical ship is destroyed.

FINBHAR CRATCHETT – PART B

Reward	2200
Mission Type	Search and Destroy
Mission Waypoint(s)	199
Number of Landouts	3

Bulletin Board & Diary

E-Mail. The CIS sighted the deserter escort ships near Nav Point #199. I am not normally a violent man but if you will see to it that the scum die you can have the credits I originally paid them.

Diary. Working For: Finbhar Cratchett, Orphanage Director. The deserted escort has been seen near Nav Point #199. Kill them.

Ships and Skill Levels

Nav 199			
2	Duress (Former Escort)	K	SK 8
2	Heretic (Former Escort)	K	SK 9

Mission Success

Pirate ships (former escorts) are destroyed.

Mission Failure

Pirate ships make it to the space station.

GAFFNEY MEDI-CORP

Reward	3500
Mission Type	Escort
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. Due to recent pirate activity in the area, local bio-engineering firm seeks able pilot for escort duties. Rendezvous with inbound freighter and protect the ship until it lands.

Diary. Working for: Gaffney Medi-Corp. Rendezvous with a freighter and escort her to a safe landing on the planet.

Ships and Skill Levels

Random Nav Point			
1	Ilia Mk II (GMC Freighter)	P	SK 9
1	Demon		SK 4
3	Heron		SK 4
Wave 2— arrive one at a time			
5	Heron		SK 4

Mission Success

Freighter lands safely.

Mission Failure

Freighter is destroyed.

GO-CARGO CO.

Reward	2400
Mission Type	Search and Destroy/Delivery
Mission Waypoint(s)	138, 133, 136
Number of Landouts	3

Bulletin Board & Diary

BB. From: Go-Cargo Co.

Pirates have attacked and destroyed a cargo ship travelling between the moon of Athos (Nav Point #120), and the space station Reva (Nav Point #136). The Captain ejected his cargo before the ship exploded, however the pirates must have missed this as it is still floating in space. There may still be pirates in the area, so the reward will be higher than a simple recovery operation. Simply defend the cargo at Nav Point #138, retrieve it, and drop it off near Reva (Nav Point #136).

Diary. Working For: Go-Cargo Co.

Pick up abandoned cargo at Nav Point #138, and drop it off near the space station Reva at Nav Point #136. Watch out for pirates.

Ships and Skill Levels

Nav 138			
2	Skull		SK 4
Nav 137 — arrive one at a time			
1	Jincilla Shuttle	K	SK 5
1	Veldor	K	SK 4
Nav 136 — Reva — arrive one at a time			
1	Jincilla Shuttle	K	SK 5
1	Skull	K	SK 4
1	Veldor	K	SK 4

Mission Success

Cargo (2) is collected. Pirates at Nav Points 137 and 136 are destroyed.

Mission Failure

Cargo is destroyed. Pirates escape.

GRET KAY ENTERTAINMENT

Reward	4800
Mission Type	Escort
Mission Waypoint(s)	(Random)
Number of Landouts	2

Bulletin Board & Diary

BB. From: Gret Kay Entertainments

We specialise in those little pleasures! We also cater for those enormous pleasures! The entertainment giant GRET KAY seeks able pilots to help fend off constant pirate attacks on company convoys. Those randy pirates just can't get enough. Make contact with our convoy, and help defend them from any over eager forces present. Look after that cargo — it's live and valuable.

We can be very grateful employers to work for.

Diary. Working for : Gret Kay Entertainments

Make contact with our convoy. You are required to defend the convoy from any oppressive forces present.

Go get 'em!

Ships and Skill Levels

	Random Nav Point		
2	Ilia Mk II (Pleasure Borgs, Hubba-Rubba)	P	SK 9
2	Monolith (Pleasure Borgs, Hubba-Rubba)	P	SK 9
4	Leighat	K	SK 5
	Wave 2		
4	Vector	K	SK 4
	Wave 3		
2	Krell	K	SK 5

Mission Success

Kill the pirates. Protect the Borg ships.

Mission Failure

Convoy is destroyed. Pirates escape.

HADES ARCHAEOLOGICAL

Reward	2600
Mission Type	Escort/Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. The Jincilla are attacking one of our cargo carriers. It contains the fossilised remains of a creature that may have lived on Hades many millions of years ago. We have seen nothing of its kind before, but we believe it may have been as intelligent as we are, as the remains of some quite complex equipment was found with it. We are desperate to study these items and they must be protected. You will be paid well but you must hurry.

Diary. Working For: Hades Archaeological. Defend the cargo carrier. Jincilla pirates will be after it.

Ships and Skill Levels

Random Nav Point			
1	Monolith	P	SK 9
5	Skull	K	SK 4
3	Military Light		SK 4

Mission Success

The cargo carrier survives. Pirates are killed.

Mission Failure

The cargo carrier is destroyed. Pirates survive.

HARDING CONSTRUCTION

Reward	520
Mission Type	Search and Destroy
Mission Waypoint(s)	136, 179, 178, 177, 147
Number of Landouts	3

Bulletin Board & Diary

BB. We need a volunteer to patrol the shipping route between CS: Reva (Nav 136) and SS: Tersa (Nav 147). [...].

Diary. Patrol the area between CS: Reva (Nav 136) and SS: Tersa (Nav 147).

Ships and Skill Levels

Nav 136 — Reva			
3	Skull	K	SK 4
Nav 179			
2	Skull	K	SK 4
Nav 178			
(None)			
Nav 177			
2	Skull	K	SK 4
Nav 147 — Tersa			
2	Skull	K	SK 4

Mission Success

All pirates are destroyed.

Mission Failure

Pirate escapes.

HEAD OF OPERATIONS, ES: FERIX

Reward	2800
Mission Type	Escort
Mission Waypoint(s)	116, 125
Number of Landouts	3

Bulletin Board & Diary

BB. From: Head of Operations, ES: Ferix.

We have recently had an intolerable amount of attacks on our cargo ships, as they travel between the planet Leviatha (Nav Point #116), and our Equipment Station (Nav Point #125). It is essential that these ships arrive at their destination intact, so that we can continue to produce high quality equipment for the miners on the planet. We require a skilled pilot to escort a ship from Leviatha to our equipment station, to ensure it has a safe journey. Any attackers must be taught a lesson.

Diary. Working For: Head of Operations, ES: Ferix.

Escort ship between Leviatha and ES: Ferix. Destroy any attackers

Ships and Skill Levels

	Nav 116 — Leviatha		
1	Gea Transit (Repair Equipment)	P	SK 9
2	Demon	K	SK 4
	Nav 125 — Ferix		
3	Testmos	K	SK 5

Mission Success

Cargo Repair ship survives. Pirates are destroyed.

Mission Failure

Cargo Repair ship is destroyed. Pirates survive.

HELENA SHLEGEL

Reward	8500
Mission Type	Search and Destroy
Mission Waypoint(s)	7, 13, 12, 38
Number of Landouts	2

Bulletin Board & Diary

BB. From: Serra Helena Shlegel

I am a Humanist and normally would never stoop to using this technology, but currently I have no choice. I am being pursued by the Kiowan pirate clan for reasons I do not wish to divulge, and I would rather use the technology of your booth system than die.

I understand there is a Kiowan fighter detachment somewhere near Anhur, my home. I need a daring and impartial pilot to check the immediate area around Anhur (Nav 7) for these warships, and to destroy them if contact is made. My family is in danger. I need you to help me.

Diary. Working for: Serra Helena Shlegel

Patrol the area around Anhur (including Nav Points 7, 12, 13, and 38) for a Kiowan fighter detachment and destroy them. Continue to check all Nav points for Kiowan presence.

Ships and Skill Levels

	Nav 7 — Anhur		
(None)			
	Nav 13		
1	Mil. Prototype (Kiowan Warbird)	K	SK 8
6	Leighat	K	SK 5
2	Krell	K	SK 5
	Nav 12		
2	Vector	K	SK 4
	Nav 38		
1	Monolith (Troops)	K	SK 9
1	Ogan (Troops)	K	SK 9
1	Ilia (Troops)	K	SK 9

Mission Success

Destroy Kiowan fighter detachment (including Warbird and troops).

Mission Failure

Kiowan fighter escapes.

HEPHAESTAN MEDICAL RESEARCH CENTER

Reward	4000
Mission Type	Search and Destroy
Mission Waypoint(s)	8, 2, 1, 9, 8
Number of Landouts	3

Bulletin Board & Diary

BB. From: Hephaestan Medical Research Centre.

A Transport ship full of medical supplies has been stolen from a Hephaestan research centre at Nav Point #1, and is being carried now by a band of brigands to Bex, most likely to be sold on the black market. The drug is extremely addictive, so it needs to be destroyed.

It will be somewhere between Nav Point #1 and Nav Point #2. Identify the cargo in all shuttles along this route, and when you find one marked "Med Supplies: Hephaestus", blow it up. Many other cargo ships on this route are ours, so be careful not to blow up any innocent Transporters.

Diary. Working For: Hephaestan Medical Research Centre.

Destroy a shuttle marked "Med Supplies: Hephaestus" between Hephaestus (Nav Point #1) and Bex (Nav Point #2).

Ships and Skill Levels

	Nav 8		
1	Ogan (Medical Supplies)	K	SK 9
	Nav 2 — Bex		
1	Monolith (Bex Ice)		SK 9
1	Gea Transit (Bexian Fish)		SK 9
	Nav 1 — Hephaestus		
1	Gea Transit (Hephaestian Beef)	P	SK 9
1	Transport (Bex Mining Co.)		SK 9
	Nav 9		
1	Gea Transit (Hephaestus Tours)		S K9
1	Monolith (Meredith Design)	P	SK 9
	Nav 8		
1	Ilia (Lumber)		SK 9
1	Monolith (Extra Strength Beer)		SK 9

Mission Success

Medical Supply ship is destroyed before it has a chance to dock. No other cargo ships are destroyed, especially Beef or Design.

Mission Failure

The Medical Supply ship docks.

HERMES LUMBER CO. – PART A

Reward	3400
Mission Type	Delivery
Mission Waypoint(s)	14, 7
Number of Landouts	19

Bulletin Board & Diary

BB. From: Hermes Lumber Co. Three jettisoned crates full of lumber from Hermes have been drifting around Nav Point #14 for a while now, rotting away while Anhur awaits its shipment. It is rumoured that the original courier of the ship was taken over by Jincilla pirates, who are fanatical about the protection of rainforests. They seem to think that if they just let the wood rot away in space, they can stop the production [...].

Diary. Hermes Lumber Co. Pick up three crates of lumber at Nav Point #14 and drop them off in Anhur's local space.

Ships and Skill Levels

Nav 14

2 Skull K SK 4

Mission Success

Cargo (3) collected and delivered to Anhur space. Pirates killed.

Mission Failure

Cargo destroyed.

HERMES LUMBER CO. – PART B

Reward	3400
Mission Type	Delivery
Mission Waypoint(s)	13, 5
Number of Landouts	0

Bulletin Board & Diary

E-Mail. Would you believe it? The Jincilla have once again stolen cargo from us. This time is was two crates of rocking hairpigs, now drifting in space at Nav Point #13. They were supposed to be delivered to Hermes. Would you please go and pick them up and drop them off in Hermes' local space? Your reward will be even more handsome than last time.

Diary. There are two crates of rocking hairpigs now drifting in space at Nav Point #13. Pick them up and drop them off in Hermes' local space.

Ships and Skill Levels

Nav 13

2 Skull K SK 4

Mission Success

Cargo (2) collected and returned to Hermes space. Pirates killed.

Mission Failure

Cargo destroyed.

JELWAR KUBANI – PART A

Reward	5800 (when Part C is complete)
Mission Type	Search and Destroy
Mission Waypoint(s)	111
Number of Landouts	3

Bulletin Board & Diary

BB. We have received information that the Chirichan pirates have managed to smuggle a large weapons shipment into the Tri-System. This shipment must be destroyed at all costs, to prevent them becoming a major player in the inter-clan wars [...].

Diary. Destroy weapons Transporter at Nav Point 111.

Ships and Skill Levels

Nav 111			
1	Ilia Mk II (Weapons Transporter)	K	SK 9
1	Ilia Mk II (Passenger Transporter)		SK 9
2	Heron	K	SK 4
Wave 2			
2	Demon	K	SK 4

Mission Success

The weapons shipments ("weapons") onboard the Ilia are destroyed. Pirates killed.

Mission Failure

The weapons shipment escapes. Pirate escapes.

JELWAR KUBANI – PART B

Reward	5800 (when Part C is complete)
Mission Type	Search and Destroy
Mission Waypoint(s)	115
Number of Landouts	3

Bulletin Board & Diary

E-Mail. It seems that those cunning pirates have sent the shipment on more than one route. [...].

Diary. Destroy weapons Transporter at Nav Point 115.

Ships and Skill Levels

Nav 115			
2	Ogan (Weapons Transporter)	K	SK 9
1	Ogan (Passenger Transporter)		SK 9
3	Demon	K	SK 4
1	Heron	K	SK 4

Mission Success

Weapons Transports (Ogan) and pirates are destroyed.

Mission Failure

Weapons Transport (Ogan) or pirate survives.

JELWAR KUBANI – PART C

Reward	5800 (when this leg is complete)
Mission Type	Search and Destroy
Mission Waypoint(s)	168
Number of Landouts	3

Bulletin Board & Diary

E-Mail. Well done, Ser Arris, the shipment has be.....wait! There has been a sighting of two Chirichan Transporters, with escorts at Nav Point 168. Our ship was unable to get close enough to ID them, due to attacks by the escort fighters. You must go there, ID the ships,[...].

Diary. Destroy weapons Transporter at Nav Point 168.

Ships and Skill Levels

Nav 168			
2	Demon	K	SK 4
1	Ilia (Weapons)	K	SK 9
1	Ilia (Passenger Transport)		SK 9
1	Ogan (Passenger Transport)		SK 9
1	Ogan (Weapons)	K	SK 9
2	Testmos	K	SK 5

Mission Success

Weapons Transports (Ilia, Ogan) are destroyed.

Mission Failure

Weapons transport (Ilia or Ogan) survives.

KAIN BORMAN – KILL BORMAN

Reward	(Double-Cross)
Mission Type	Search and Destroy
Mission Waypoint(s)	109, 4
Number of Landouts	3

Bulletin Board & Diary

BB. Ser Arris, I know you are here to kill me. But hear me out first. The man who contacted you is not Kain Borman of Kraven Technologies, he is my rogue ex-boss [...].

Diary. Go to Massanas, Nav Point #109, local space and take out the corporate spy, before she can deliver her package. Take the pod to Crius, Nav Point #4, to be collected.

Ships and Skill Levels

Nav 109 — Massanas			
1	Velacia (Olenka Yolsen)		SK 5
2	Military Medium		SK 5
Nav 4 — Crius			
1	Icarus (Youri Halargin)	K	SK 9
2	Military Medium		SK 5

Mission Success

None, really. Side with Olenka and go back to kill Borman (Youri). She keeps all the credits.

Mission Failure

Borman (Youri) survives.

KAIN BORMAN – KILL YOLSEN

Reward	7000 (none)
Mission Type	Search and Destroy/Delivery
Mission Waypoint(s)	109, 4
Number of Landouts	3

Bulletin Board & Diary

BB. Ser Arris, I have a very delicate situation in which I require your assistance. I am due to be doing a presentation to our board of directors tomorrow, on a new experimental Force Projector, to punch holes in the biggest of capital ships. My problem is that the bitch I slept with last night was hired by a rival TechnoCorp and has downloaded all my data on the product locally and run off to Massanas. That data, if it falls into the wrong hands, could not only cost me my job but countless lives as well. Catch her in Massanas local space, waste her and collect her package. Drop it in Crius local space. I'll pick it up.

Diary. Working for: Kain Borman, Kraven Technologies. Go to Massanas, Nav Point #109, local space and take out the corporate spy, before she can deliver her package. Take the pod to Crius, Nav Point #4, to be collected.

Ships and Skill Levels

Nav 109 — Massanas			
2	Military Medium		SK 5
1	Velacia (Olenka Yolsen*)		SK 5

* (This person offers you a counter-deal. See **Kain Borman — Kill Borman**)

Nav 4 — Crius			
1	Icarus (Youri Halargin)	ID	SK 9
2	Military Medium		SK 5

Mission Success

None, really. Refuse Olenka's offer, pick up her ejected cargo pod (undamaged) and deliver it to Borman. He doesn't cough up the credits.

Mission Failure

Cargo is destroyed.

KINDRED PRISONER TRANSPORT

Reward	6000
Mission Type	Escort
Mission Waypoint(s)	55, 189, 191, 150
Number of Landouts	2

Bulletin Board & Diary

BB. From: CIS Headquarters

We have a Transport ship full of Kindred prisoners, destined for the super space station Curium (Nav 150) where they will be questioned. She had an escort, but as she neared the system jump point she was ambushed and her escort destroyed. She managed to make the jump, but now is on her own. Meet the Transport ship at Nav 55, and escort her to Curium (Nav 150).

The Kindred are aware of her presence, and will stop at nothing to destroy her and all the prisoners.

Diary. Working for: CIS Headquarters

Meet the Transport ship at Nav 55, and escort her to Curium (Nav 150).

Ships and Skill Levels

	Nav 55		
1	Monolith (Kindred Prisoners)	P	SK 9
	Nav 189		
2	Vendetta		SK 7
	Nav 191		
2	Blade		SK 7
	Nav 150 — Curium		
2	Blade		SK 7

Mission Success

Transport Kindred docks safely.

Mission Failure

Transport Kindred is destroyed.

KIOWAN HIGH COUNCIL

Reward	4350
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	1

Bulletin Board & Diary

BB. From: Kiowan High Council

Normally we would not resort to hiring mercenaries to take care of our problems, but the bulk of our fighting force is near Crius, settling some unfinished business. We have one convoy, however, which was sent to make peace with the scum-sucking Papogod clan.

They betrayed us and destroyed one carrier, along with its crew and fighter squadron. Another of our carriers which is on its way will be attacked soon. We are calling upon any mercenaries who are available to help stamp out the Papogod scum.

Revenge will be ours.

Diary. Working for: Kiowan High Council. Join a Kiowan carrier against Papogod pirates.

Ships and Skill Levels

	Random Nav Point		
1	Kiowa Cruiser (Peltier XVI)	P	SK 7
	Defenders		
3	Vector		SK 4
	Attackers		
5	Tembler	K	SK 5
1	Papogod Cruiser	K	SK 7

Mission Success

Kiowan carrier survives. Pirates are destroyed.

Mission Failure

Kiowan carrier is destroyed. Pirates escape.

KRAZY KARTLIN WEAPONS EMPORIUM

Reward	7000
Mission Type	Escort
Mission Waypoint(s)	132
Number of Landouts	2

Bulletin Board & Diary

BB. From: Krazy Kartlin Weapons Emporium

Some say 'Peace is achieved through disarmament.'

Some say 'Peace is achieved through deterrent.'

Krazy Kartlin says 'If it moves, SHOOT IT !'

Krazy Kartlins' Elite Weapons Emporium are having problems with their customers; namely not paying. We don't like to deal with the CIS as our slate is somewhat tarnished; we prefer to deal with it ourselves. Are you a Hellraiser of a pilot? We offer good money for a keen eye and plenty of firepower.

We need you to rendezvous with freighter *Pala-Tine* at Nav 132 and escort her to safety aboard ES:Sarama.

Diary. Working for: Krazy Kartlin Weapons Emporium

Rendezvous with freighter *Pala-Tine* as she jumps into system and escort her to safety aboard ES:Sarama at Nav 132.

Ships and Skill Levels

	Nav 132 — Sarama		
1	Ogan (Pala-Tine)	P	SK 9
2	Tembler	K	SK 5
4	Ecantona	K	SK 6
2	Ashearer	K	SK 7
	Wave 2		
3	Ashearer	K	SK 7
	Wave 3		
1	Ecantona	K	SK 6
1	Tembler	K	SK 5

Mission Success

Pirates destroyed. *Pala-Tine* docks safely.

Mission Failure

Pala-Tine is destroyed.

MAX-FOO LEISURE COMPLEX

Reward	8200
Mission Type	Defend
Mission Waypoint(s)	26, 3
Number of Landouts	2

Bulletin Board & Diary

BB. From: Max-Foo Leisure Complex

Max-Foo Leisure Products have recently been suffering from harassment by Papogod pirates. This situation was amplified after certain Papogod gang leaders were refused entry to the exclusive leisure complex.

Assistance is required to defend the station situated at Nav 26.

There have been reports of Transport shuttles being attacked. You may be required to ferry any casualties to the Medical ship at Janus IV.

Diary. Working for: Max-Foo Leisure Complex

Proceed to Nav 26 and defend the Max-Foo Leisure Complex.

You are also required to tractor in any casualties and Transport them to the medical ship docked off Janus IV.

Ships and Skill Levels

Nav 26			
3	Transport	P	SK 5
2	Tembler		SK 5
2	Ecantona		SK 6
2	Ashearer		SK 7
Nav 3 — Janus IV			
1	Ogan (Medical Ship)	ID	SK 9

Mission Success

Spacelabs and Transports survive. All ejected spacemen (5) must be collected and returned to Nav 3.

Mission Failure

Spacelab, Transport or spaceman is destroyed.

MEEK MINING

Reward	5800
Mission Type	Escort
Mission Waypoint(s)	200, 202, 142
Number of Landouts	2

Bulletin Board & Diary

BB. FROM: MEEK MINING IND.

The local mining operation seeks a qualified pilot to supervise delivery of Illudium-Q36 ore samples.

Rendezvous with Transport shuttle *Marvinius* near Nav 200, and ensure safe passage to the commodity station Pletirat at Nav 142.

Diary. Working for : Meek Mining Ind.

Rendezvous with Transport Marvinius near Nav 200, and ensure safe passage to the station at Nav 142.

Ships and Skill Levels

Nav 200			
1	Gea Transit (Marvinius)	P	SK 9
3	Leighat	K	SK 5
3	Vector	K	SK 4
2	Krell	K	SK 5
Nav 202 — arrive one at a time			
2	Leighat	K	SK 5
Nav 142 — Pletirat			
1	Krell	K	SK 5
2	Vector	K	SK 4

Mission Success

The *Marvinius* makes its delivery safely. The pirates are all destroyed.

Mission Failure

The *Marvinius* is destroyed. Pirates survive.

MEREDITH TEXTILES – CERILLIAN

Reward	8000
Mission Type	Escort
Mission Waypoint(s)	125, 128, 113, 116, 200 201, 142
Number of Landouts	2

Bulletin Board & Diary

BB. From: Meredith Textiles, Ltd.

A rather large and valuable amount of Cerillian is to be Transported from Ferix (Nav 125) to Nav 201. It will need the utmost care, and we have decided that you are the right candidate for the assignment. She needs to reach her destination with her cargo intact. This is an extremely valuable cargo.

Do not let us down, Ser Arris.

Diary. Working For: Meredith Textiles, Ltd. Meet a cargo ship carrying Cerillian at Ferix (Nav 125), and escort her to Nav 201.

Ships and Skill Levels

Nav 125 — Ferix			
1	Ilia Mk II (Cerillian)	P	SK 9
2	Military Heavy		SK 7
Nav 128			
(None)			
Nav 113			
1	Mil. Prototype (Protector)		SK 8
Nav 116 — Leviatha (appear one at a time)			
3	Skull		SK 4
Nav 200			
(None)			
Nav 201			
1	Skull		SK 4
Wave 2 — appear one at a time			
5	Veldor		SK 4

Mission Success

Cerillian cargo ship docks safely.

Mission Failure

Cerillian cargo ship is destroyed.

MEREDITH TEXTILES – NEO-ARNEN FABRIC

Reward	4000
Mission Type	Escort
Mission Waypoint(s)	142, 15, 150
Number of Landouts	3

Bulletin Board & Diary

BB. From: Meredith Textiles, Ltd.

The Jincilla are hovering around the space station Curium (Nav Point #150), most likely to intercept a cargo ship full of Neo-Arnen fabric we need to deliver there. Meet the ship at Pletirat (Nav Point #142), and escort her to her destination. This is extremely important, for reasons I do not wish to discuss.

Diary. Working For: Meredith Textiles, LTD. Meet a cargo ship at Pletirat (Nav Point #142), and escort her to Curium (Nav Point #150). Watch out for Jincilla pirates.

Ships and Skill Levels

	Nav 142 — Pletirat		
1	Ilia Mk II (Textiles)	P	SK 9
	Nav 15		
1	Vector	K	SK 4
1	Kiowa Shuttle	K	SK 6
1	Leighat	K	SK 5
	Nav 150 — Curium		
1	Skull		SK 4
1	Jincilla Shuttle*		SK 5
1	Veldor*		SK 4

*Jump in after you arrive

Mission Success

The cargo ship (Ilia) docks safely. Nav 15 pirates are killed.

Mission Failure

The cargo ship (Ilia) is destroyed. Pirate escapes.

MEREDITH TEXTILES – PATROL

Reward	3800
Mission Type	Search and Destroy
Mission Waypoint(s)	116, 113, 117, 126, 194, 195, 199, 200
Number of Landouts	3

Bulletin Board & Diary

BB. Our factory on Leviatha has been receiving bomb threats from radical Jincilla environmentalists, claiming that the waste produced by our factories is ruining the environment. We have reason to believe these threats are to be taken seriously, so we need an able pilot to patrol the Nav Points around Leviatha (Nav Point #116). This will include three patrol legs, Nav Points #116, #113, #117, #126, #194, #195, #199, & #200.

Diary. Meredith Textiles, Ltd.

Patrol the area around Leviatha (Nav Point #116). This will include three patrol legs, Nav Points #116, #113, #117, #126, #194, #195, #199, & #200.

Ships and Skill Levels

Nav 116 — Leviatha			
1	Skull		SK 4
Nav 113			
1	Skull		SK 4
1	Jincilla Shuttle		SK 5
1	Veldor		SK 4
Nav 126			
1	Skull	K	SK 4
1	Jincilla Shuttle	K	SK 5
Nav 194			
2	Demon		SK 4
Nav 195			
(None)			
Nav 199			
1	Ecantona	K	SK 6
Nav 200			
2	Tembler	K	SK 5

Mission Success

Pirates are destroyed.

Mission Failure

Pirate at Nav 199 or 200 escapes.

MESSINEO COURIERS – CARGO – PART A

Reward	3100
Mission Type	Escort
Mission Waypoint(s)	133, 208
Number of Landouts	3

Bulletin Board & Diary

BB. A cargo ship carrying hardware from Cargo Station Lironas (Nav Point #133) to the Equipment Station Corsas (Nav Point #94) has been attacked by pirates just after leaving the planet. The original escort was killed and some of the cargo taken. [...].

Diary. Escort the cargo ship from Lironas (Nav Point #133) to Corsas (Nav Point #94).

Ships and Skill Levels

Nav 133 — Lironus			
1	Ogan (Cybernetic Limbs)	P	SK 9
Nav 208			
1	Demon		SK 4
2	Heron *		SK 4

* Jump in later

Mission Success

Cargo ship (Limbs) docks safely.

Mission Failure

Cargo ship (Limbs) is destroyed.

MESSINEO COURIERS – CARGO – PART B

Reward	3100
Mission Type	Search and Destroy/Deliver
Mission Waypoint(s)	150
Number of Landouts	3

Bulletin Board & Diary

E-Mail. The pirates have been tracked down and are currently heading towards Nav Point #87. If you pursue the pirates and kill them, you will be able to retrieve the lost cargo, as it is being carried in blast proof crates. We will double the credits you have already earned if you pick up the cargo. We will remove it from your ship when you next land.

Diary. Working For: Messineo Couriers, Ltd. Destroy the pirates, and retrieve their stolen cargo. They will be at Nav Point #150 when you reach them.

Ships and Skill Levels

Nav 150			
4	Duress (Solar Generator, Power Loaders, Atomic Chisels, Enviro Suits)	K	SK 8

Mission Success

Kill four pirates and collect the cargo.

Mission Failure

Pirates escape, or cargo is not picked up.

MESSINEO COURIERS – EX-MINING BASE

Reward	20,000
Mission Type	Defend
Mission Waypoint(s)	225
Number of Landouts	2

Bulletin Board & Diary

BB. From: Messineo Couriers, Ltd.

There is an ex-mining base at Nav Point 225 that contains extremely valuable information stored in a device independent from its main computer. The Kindred are after this information, but not to steal it, merely to destroy it. They have already tried swarming the base with infantry and engineers, but we repelled their attack taking Kindred prisoners as we went. We were hoping to use them as a human shield but they are only interested in their sole objective to blow up the entire station. Kindred ships are now massing at a nearby navpoint. Get to Nav Point 225 A.S.A.P. and defend the base.

Diary. Working For: Messineo Couriers, Ltd.

Protect an ex-mining base at 225 from Kindred forces. Be aware of the Kindred using stolen craft. Destroy all Kindred forces and stolen ships.

Ships and Skill Levels

Nav 225

Stolen Capital Ships

2	Mil. Destroyer (Stolen Cruiser)	K	SK 7
3	Mil. Transport * (Stolen Cruiser)	K	SK 9

* Arrives later

Messineo Capital Ships

2	Mil. Prototype (Messineo Cruiser)	K	SK 8
1	Mil. Destroyer (Messineo Cruiser)	K	SK 7

Fighters — arrive one at a time

6	Blade		SK 7
2	Blade	K	SK 7
1	Vendetta		SK 7
1	Duress		SK 8
2	Military Light		SK 4

Mission Success

Mining base survives. Attackers are destroyed.

Mission Failure

Mining base is destroyed. Attackers escape.

MESSINEO COURIERS – JEWELS

Reward	3900
Mission Type	Search and Destroy
Mission Waypoint(s)	7, 12, 11, 10, 4
Number of Landouts	3

Bulletin Board & Diary

BB. From: Messineo Couriers Ltd.

There is a rather large shipment of jewels coming from Anhur (Nav Point 7) to Crius (Nav Point 4), and as always there is the threat of pirates. We need you to patrol the three points between the two planets, which includes Nav Points #10, #11, & #12. Sweep the area clear of any pirates, and we will make sure your reward is put into your account.

Diary. Working For: Messineo Couriers Ltd. Patrol the area between Anhur and Crius. This includes Nav Points #7, #12, #11, #10, & #4. Sweep the area clear of any pirates.

Ships and Skill Levels

Nav 7 — Anhur			
1	Skull		SK 4
1	Veldor		SK 4
1	Tacon		SK 5
Nav 12			
(None)			
Nav 11			
1	Skull		SK 4
1	Veldor		SK 4
1	Tacon		SK 5
Nav 10			
1	Skull		SK 4
1	Veldor		SK 4
Nav 4 — Crius (arrive one at a time)			
2	Skull	K	SK 4
2	Veldor	K	SK 4

Mission Success

Sweep the area clean, especially at the final Nav Point at Crius.

Mission Failure

Dangerous pirates remain behind, particularly at Crius' Nav Point.

MESSINEO COURIERS – KINDRED SWEEP

Reward	3800
Mission Type	Search and Destroy
Mission Waypoint(s)	5, 202, 201, 200, 199, 116
Number of Landouts	1

Bulletin Board & Diary

BB. From: Messineo Couriers

One of our most profitable trade routes has been blockaded for some time by a group of Kindred fighters, eager to loot the shipments of jewels we carry to Hermes from Leviatha. We have had three large shipments stolen, and with the most recent one, the death of a pilot and crew. This has become tiresome and cannot continue, hence the rather large sum we are offering in order to get rid of this scum. Fly along each Nav Point between Hermes (Nav 5) and Leviatha (Nav 116), and eliminate any Kindred warships you see.

Diary. Working For: Messineo Couriers

Destroy any Kindred fighters you see along the Nav route from Hermes (Nav 5) to Leviatha (Nav 116). This includes Nav Points 5, 202, 201, 200, 199, & 116.

Ships and Skill Levels

Nav 5 — Hermes			
2	Vendetta	K	SK 7
1	Blade	K	SK 7
Nav 202			
3	Vendetta	K	SK 7
3	Blade	K	SK 7
Nav 201			
4	Vendetta	K	SK 7
3	Blade	K	SK 7
Nav 200			
2	Vendetta	K	SK 7
2	Blade	K	SK 7
Nav 199			
(None)			
Nav 116 — Leviatha			
4	Vendetta	K	SK 7
4	Blade	K	SK 7

Mission Success

All pirates are destroyed.

Mission Failure

Pirate escapes.

MESSINEO COURIERS – PAPOGOD CARGO

Reward	5700
Mission Type	Delivery
Mission Waypoint(s)	37, 38, 12, 11, 10, 4
Number of Landouts	3

Bulletin Board & Diary

BB. We have had information that the Papogods have lost some cargo and are very keen to get it back again. We are very interested to find out what it is and anyone who can pick it up and Transport it to Crius will be richly rewarded. The cargo was last seen at Nav Point #37.

Diary. Working For: Messineo Couriers, LTD. Try to retrieve lost cargo at Nav Point #37.

Mission Success

Collect cargo (3) at Nav 37. Return it to Crius. Kill pirates.

Mission Failure

One or more cargo pods are destroyed. Pirate escapes.

Ships and Skill Levels

Nav 37

(None)

Nav 38

2 Tembler K SK 5

Wave 2

1 Ashearer K SK 7

Nav 12

2 Tembler K SK 5

Wave 2

1 Ecantona K SK 6

Nav 11

1 Ecantona K SK 6

Wave 2

1 Tembler K SK 5

Nav 10

1 Ecantona K SK 6

Nav 4 — Crius

3 Tembler K SK 5

Wave 2

3 Ecantona K SK 6

Wave 3

2 Military Medium SK 5

2 Military Heavy SK 6

MESSINEO COURIERS – SECRET CARGO

Reward	3400
Mission Type	Defend
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. Kiowan pirates have been seen lurking around the area. We have a cargo station there, and it contains "material" that the Kiowans are notorious for savouring. We cannot divulge what this cargo is, as we are bound by confidentiality, but we are prepared to compensate you a little more than usual for trusting us when we say it is very valuable.

Diary. Working For: Messineo Couriers, LTD. Defend the cargo station from Kiowan pirates.

Ships and Skill Levels

Random Nav Point			
6	Vector	K	SK 4
3	Military Light		SK 4

Mission Success

All pirates killed. Spacelab survives.

Mission Failure

Spacelab destroyed. Pirate escapes.

MILITARY EMERGENCY CONTROL HQ – CARGO DISTRESS SIGNAL

Reward	3500
Mission Type	Defend
Mission Waypoint(s)	160
Number of Landouts	3

Bulletin Board & Diary

BB. From: Military Emergency Control HQ

We have received a distress signal from two cargo freighters which have been infested with a computer virus. They are losing life support systems and engine power and are adrift. We want you to proceed to Nav Point #160 and protect the freighter until a military escort arrives, with the necessary anti-virus software to re-instate the freighters' systems.

Diary. Working for : Military Emergency Control HQ

Defend Cargo Freighters at Nav #160 until all pirates are dead and the virus antidote arrives.

Ships and Skill Levels

	Nav 160		
2	Ilia (Stranded Ship)	P	SK 9
	Attackers		
3	Testmos	K	SK 5
2	Demon	K	SK 4
2	Heron	K	SK 4
	Wave 2		
3	Demon	K	SK 4
1	Chirichan Shuttle	K	SK 5
	Wave 3 (Military Escort)		
2	Military Medium		SK 5
1	Military Light		SK 4
	Wave 4		
2	Testmos	K	SK 5

Mission Success

Cargo Freighters survive. Pirates are destroyed.

Mission Failure

Either Cargo Freighter is destroyed.

MILITARY EMERGENCY CONTROL HQ – CIVILIAN SHIP

Reward	3100
Mission Type	Defend
Mission Waypoint(s)	192
Number of Landouts	3

Bulletin Board & Diary

BB. From: Military Emergency Control HQ

We have received a mayday signal from a civilian ship who has drifted close to Nav Point #192, a sector renowned for its pirate presence. The ship needs protection until the owner has had time to repair his engines. He is a wealthy man and we're sure that the reward for protecting him and his family will be a handsome one.

Diary. Working For : Military Emergency Control HQ

Protect civilian ship from pirates at Nav Point #192.

Ships and Skill Levels

Nav 192			
1	Freij (Stranded Ship)	P	SK 8
Attackers — arrive one a time			
4	Tembler	K	SK 5
2	Ecantona	K	SK 6
Military — when it arrives			
1	Military Heavy		SK 6

Mission Success

Stranded ship (Freij) survives. Pirates are killed.

Mission Failure

Stranded ship (Freij) is destroyed. Pirate escapes.

MILITARY EMERGENCY CONTROL HQ – PAPOGOD PIRATE

Reward	4600
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. From: Military Emergency Control HQ

There is a battle taking place between the Papogods and ourselves. The hostilities between us have been escalating for some time, and the inevitable showdown has finally come to pass. Unfortunately for us, we underestimated the strength of the pirates, and are currently outnumbered by approximately two to one. We are in need of a pilot with a lot of combat experience and a good ship, to help us out until reinforcements arrive. Can you help?

Diary. Working For : Military Emergency Control HQ

Take out pirates.

Ships and Skill Levels

Random Nav Point

Attackers

10	Ecantona	K	SK 6
4	Tembler	K	SK 5
2	Ashearer	K	SK 7
2	Papogod Shuttle	K	SK 7

CIS

3	Military Light	SK 4
2	Military Medium	SK 5
1	Military Heavy	SK 6
1	Military Destroyer	SK 7

Mission Success

All pirates are destroyed.

Mission Failure

Pirate escapes.

MILITARY EMERGENCY CONTROL HQ – PIRATE CLANS

Reward	3800
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. We have had a distress message from some ships that have been caught in the middle of a fight between two rival pirate clans. The area is also very busy with other space traffic and as word of the fight spreads, more pirates will come to join in. [...].

Diary. Destroy rival pirate clans.

Ships and Skill Levels

Random Nav Point			
2	Gea Transit (Innocent Ship)	P	SK 9
5	Testmos	K	SK 5
3	Veldor	K	SK 4
2	Jincilla Shuttle	K	SK 5
1	Chirican Shuttle	K	SK 5
Wave 2			
2	Military Light		SK 4

Mission Success

Pirates destroyed. Innocent ships survive.

Mission Failure

Pirate survives. Innocent ship is destroyed.

MILITARY EMERGENCY CONTROL HQ – UNKNOWN DISTRESS CALL

Reward	3000
Mission Type	Reconnaissance/ Search and Destroy
Mission Waypoint(s)	80
Number of Landouts	3

Bulletin Board & Diary

BB. We have received a distress call from a ship at Nav Point 80, who seems to need assistance. It was hard to make out any of the details due to a very poor signal, which broke down completely towards the end of the message. If you decide to help this ship, please use caution, as there is no knowing what is out there.

Diary. Go to Nav 80 to aid ship in distress.

Ships and Skill Levels

Nav 80			
1	Ilia Mk II (Stranded Ship)	P	SK 9
Attackers — arrive one at a time			
4	Vector	K	SK 7
3	Leighat	K	SK 7

Mission Success

Cargo ship survives. Pirates are destroyed.

Mission Failure

Stranded cargo ship is destroyed. Pirate escapes.

MILITARY PRISON PITS, HADES

Reward	3200
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. From: Military Prison Pits, Hades.

We have a delicate, rather embarrassing matter which needs swift, discrete action. Three criminals who were due to be sent to the pits for murder, stealing, and destruction of CIS property, have managed to poison their guards and escape, each in a ship. They must be stopped before they commit more crime, and our reputation is damaged.

Diary. Working for : Military Prison Pits, Hades. Hunt down and destroy 3 escaped criminals.

Ships and Skill Levels

Random Nav Point			
3	Krell	K	SK 5
3	Vector*	K	SK 4

* Arrive one at a time

Mission Success

Three escaped convicts and their pirate friends are destroyed.

Mission Failure

Convict or pirate escapes.

MILITARY TRANSPORT DEFENSE

Reward	7250
Mission Type	Escort
Mission Waypoint(s)	(Random)
Number of Landouts	2

Bulletin Board & Diary

BB. From: CIS Headquarters, Special Ops. Div. The CIS command seeks expert combat pilots to aid in the defence of military Transports. Defend all military vessels from the pirate forces present so that they can enter hyperspace safely.

Diary. Working for: CIS Headquarters, Special Ops. Div. Defend all military vessels from pirate forces in the area.

Ships and Skill Levels

Random Nav Point			
1	Military Destroyer	P	SK 7
1	Military Transport	P	SK 9
23	Tembler	K	SK 5

Mission Success

Both military ships survive. Pirates destroyed.

Mission Failure

Military ship is destroyed. Pirates escape.

NEW CRIUS EXAMINER – MILITARY DREADNOUGHT

Reward	4600
Mission Type	Reconnaissance
Mission Waypoint(s)	(Random)
Number of Landouts	0

Bulletin Board & Diary

BB. From The New Crius Examiner

The New Crius Examiner is hoping to run an exclusive report on a secret Military Dreadnought and its activities. Up until now very little has been know of its capabilities but our sources have sighted it.

We are looking for swift pilots to identify the vessel and its fleet; capturing images and information for our report. Top credits are paid for exclusive information.

Diary. Working For: The New Crius Examiner.

Locate and identify all military shipping present.

Ships and Skill Levels

Random Nav Point			
1	Mil. Dreadnought (Dred-0)	ID	SK 8
3	Mil. Destroyer (Destroyer-156, (Destroyer-207, Cruiser-Bruiser)	ID	SK 7
1	Mil. Prototype (Cyclops)	ID	SK 8
3	Vector		SK 4
Wave 2			
2	Mil. Destroyer (Destroyer-21, Destroyer-22)	ID	SK 7
1	Leighat (MUP Leader)		SK 5
2	Vector (MUP WM01, MUP WM02)		SK 4
Wave 3			
1	Leighat (MUP Leader)		SK 5
2	Vector (MUP WM01, MUP WM02)		SK 4
Wave 4			
2	Vector (Vicious Chicken, Mutant Goat)		SK 4
3	Leighat (Vicious Tumour, Mutant Hamster, Vicious Squirrel)		SK 5

Mission Success

Make a positive ID on the seven new military ships.

Mission Failure

A military ship escapes identification.

NORAM BLAGGER

Reward	14,000
Mission Type	Search and Destroy
Mission Waypoint(s)	36, 120, 24, 21
Number of Landouts	0 (36), 2 (120), 3 (24), 2 (21)

Bulletin Board & Diary

BB. Please Ser Arris, you are my only hope. My ten year old daughter has been kidnapped by some maniac who has her floating around in a cargo pod somewhere. I have paid his ransom, but he has not brought her back to me. Instead, he has sent me a mail demanding that I hire you for this mission. Fly to Nav Point #36 and pick up a pod in which he will give you instructions on how to find her.

For the love of god, please help me.

Diary. Working for: Senator Noram Blagger. Go to Nav Point #36, and pick up the pod.

The guy who has Noram Blagger's kid is a total freak. He'll send you these great math puzzles which you have to solve to find your Nav Points. Answers are in the Ships and Skill Levels chart.

Ships and Skill Levels

	Nav 36		
3	Skull		SK 4
	Nav 120 — Athos		
4	Lasertower	K	NA
	Nav 24		
3	Leighat		SK 5
	Nav 21		
1	Drakkar (Scorpio)	K	SK 5

Mission Success

Survive all waypoints and pick up the undamaged cargo pods. Destroy lasertowers.

Mission Failure

Cargo pod at any waypoint is destroyed.

PHAT-TUNES, INC.

Reward	3200
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary

BB. From: Phat-Tunes Inc.

There is a Bexian band in a beat-up cargo freighter, ID'd as "The Buckaroo Boys". It's rumoured they were once booed off stage and now think that no-one is 'cool' enough to appreciate their music. They have vowed to rid the world of musical philistines and play their music at a frequency that vibrates the brain causing haemorrhaging and death. They need removing before any unsuspecting concert crowds suffer at their hands.

Diary. Working For: Phat-Tunes INC. Destroy this evil Bexian band.

Ships and Skill Levels

Random Nav Point			
1	Monolith (The Buckaroo Boys)	K	SK 9
4	Faldari (Mercenary)		SK 5

Mission Success

The "Buckaroo Boys" are destroyed.

Mission Failure

The "Buckaroo Boys" escape.

RAGNAR DANNES

Reward	10,000
Mission Type	Search and Destroy
Mission Waypoint(s)	10, 18, 49, 171
Number of Landouts	2

Bulletin Board & Diary

BB. From: Ser Ragnar Dannes

Please help me! I was told that the pilots on these mailing lists were usually reliable, and at the very least would do anything for a buck. I need someone to save me from a rogue band of Papogod terrorists that I may have pissed off.

I need to leave Crius and I fear they may be preparing to ambush me. You've seen the amount I'm offering. That will be paid to whoever goes to all four Nav Points around Crius and kills any Papogod warships present. Please help, I'm desperate.

Diary. Working for: Ser Ragnar Dannes

Patrol the four Nav Points around Crius (Nav 4); including Nav Points10, 18, 49, and 171. Destroy any Papogod forces you see. Also, as the Papogods may be planning a ground attack, be aware of any type of unidentified Transports in the area.

Ships and Skill Levels

	Nav 10		
2	Monolith (Papogod Force 4, Papogod Force 76)	K	SK 9
	Nav 18		
1	Tembler		SK 5
1	Ecantona	K	SK 6
1	Ecantona		SK 6
	Nav 49		
1	Tembler	K	SK 5
1	Ecantona		SK 6
1	Monolith	K	SK 9
	Nav 171		
3	Papogod Cruiser (Papogod Force 75, Papogod Unit 3B) Papogod Unit 54)	K	SK 7
5	Tembler	K	SK 5
1	Papogod Shuttle (Papogod Unit 6A)	K	SK 7
1	Ilia Mk II (Unit2)	K	SK 9

Mission Success

All indicated pirates are destroyed.

Mission Failure

Pirates escape.

RAND CORP.

Reward	4000
Mission Type	Escort
Mission Waypoint(s)	5, 202, 201, 200, 199, 116
Number of Landouts	0

Bulletin Board & Diary

BB. From: The Rand Corp.

The archaeological dig on Anhur has uncovered some very interesting artifacts. These are to be taken to the moon of Leviatha for study.

The only problem is the Jincilla pirate clan. We know through our sources that they have heard of the shipment and are planning to seize it.

We need you to meet this cargo ship at Hermes (Nav 5) and make sure the artifacts are delivered safely to Leviatha (Nav 116).

Diary. Working For: The Rand Corp. Meet the cargo ship at Hermes (Nav 5) and make sure of her escort to Leviatha (Nav 116). Jincilla pirates will most likely be in the area.

Ships and Skill Levels

Nav 5 — Hermes			
1	Ogan (Rand Corp)	P	SK 9
Nav 202			
(None)			
Nav 201			
2	Veldor		SK 4
1	Skull		SK 4
Nav 200			
2	Veldor		SK 4
1	Skull		SK 4
Nav 199			
2	Veldor		SK 4
1	Skull		SK 4

Mission Success

Cargo ship docks safely.

Mission Failure

Cargo ship is destroyed.

RUTGER O'MALLEY

Reward	3800
Mission Type	Search and Destroy
Mission Waypoint(s)	5
Number of Landouts	1

Bulletin Board & Diary Information

BB. From: Rutger O'Malley - Special Ops. Division - CIS

There are three Kiowan cargo ships carrying illicit drugs leaving Hermes with an escort. Their markings match those of the Kiowan space pirates, so we can assume that their route will be from Hermes at Nav 5 to the Kiowan space station at Nav 151. They will probably employ a formidable escort [...].

Diary. Destroy three cargo ships between Nav 5 and Nav 151. They will be heavily escorted.

Ships and Skill Levels

Nav 5			
3	Kiowa Shuttle (Drugs, Brain Implants, Human Organs)	K	SK 6
5	Vector (Hired Escort)		SK 4
1	Leighat (Hired Escort)		SK 5

Mission Success

Cargo ships are destroyed.

Mission Failure

Cargo ships survive.

SAT-NAV INSTALLATIONS, INC.

Reward	3700
Mission Type	Defend
Mission Waypoint(s)	176
Number of Landouts	3

Bulletin Board & Diary Information

BB. We are in need of a brave and reliable pilot to help to protect one of our new satellite installations [...].

Diary. Go to Nav Point 176, and protect satellite installation from attack, until the military arrive.

Ships and Skill Levels

Nav 176			
1	Ogan	P	SK 9
	Arrive one at a time		
2	Lasertower		NA
4	Demon	K	SK 4
1	Testmos	K	SK 5
	Military		
1	Military Light		SK 4
4	Military Mediums		SK 5

Mission Success

No satellites (4) are destroyed. Pirates are all killed.

Mission Failure

Satellite is destroyed. Pirate escapes.

SCHIMELL MEDI-CORP

Reward	4100
Mission Type	Reconnaissance Search and Destroy
Mission Waypoint(s)	(Random), 6
Number of Landouts	2

Bulletin Board & Diary Information

BB. From: Schimell Medi-Corp.

The Schimell Medi-Corp. has provided some outstanding research in the past. Recently, however, its study of fluffy rodents has caused some alarm amongst members of the Freedom for Small Fluffy Rodents Group.

This group are currently protesting at a spacestation. We require you to identify, but not harm, these protesters and their ship 'Freedom Rights'.

Two terrorist fighters are also in the area and causing problems. You have permission to eliminate these if they persist in their destructive manner. Take the ID data to CIS Patrol Command at Nav Point #6.

Diary. Working for : Schimell Medi-Corp.

Identify and defend the protesters and station from terrorist fighters.

You are then required to take the identification data to the CIS Command Patrol at Nav 6.

Ships and Skill Levels

Random Nav Point			
1	Danrik (Black Staff)	K	SK 6
1	Shaman (Blackhood)	K	SK 5
1	Monolith (Freedom)	P	SK 9
Nav 6 — Hades			
1	Military Prototype	ID	SK 8

Mission Success

Freedom for Small Furry Rodents protesters (5 floating Spacemen) must be ID'ed but not destroyed. Terrorist fighters (Blackstaff, Blackhood) must be destroyed. ID data must be returned to the CIS patrol at Nav 6.

Mission Failure

F. F. S. F. R. protesters or spacelab is destroyed, or terrorists escape.

SELIM MINING IND. – PART A

Reward	5700
Mission Type	Reconnaissance, Delivery
Mission Waypoint(s)	218, 155
Number of Landouts	2

Bulletin Board & Diary Information

BB. Recent exploration of the uppermost layer of Karatikus have yielded some potentially lifesaving sticky extracts from the ubiquitous caves. Early experiments indicate its use in micropore surgery of the retina; it also appears to have a reversing effect on the brain wasting disease, Mangi. More importantly than this, it has the uncanny ability to remove lipstick from pint glasses. This feature alone could make it a major import to the planet Crius, as this has been a persistent nightmare that has haunted the owners of nurses' bars for many years.

See diary for further confidential information.

Diary. The name given to this remarkable substance is Mug-Y Jiz-M, after the scientists who discovered it. These scientists are currently stranded at Nav 218. Their ship has been ambushed by the Jincilla Clan. We require you to ID the cargo ships Marcello IV and Quincello, take delivery of the two remaining packages of Mug-Y Jiz-M and the 2 scientists, Dr Y. Mug and Dr M. Jiz. Finally, report to the cargo ship 'Eau de Vie' docked at CS Dexros Nav 155 where you will be credited.

This is a crucial mission, the fate of Crian bartenders is in your hands.

Ships and Skill Levels

	Nav 218		
1	Gea Mk II (Marcello IV)	ID, P	SK 9
1	Ogan (Quincello III)	ID, P	SK 9
4	Skull		SK 4
	Wave 2		
5	Tacon		SK 5
	Nav 155 — Dexros		
1	Gea Mk II (Eau De Vie)	ID	SK 9

Mission Success

ID the cargo ships (2), collect the cargo (2) and scientists (2). They must all survive, and the personnel and cargo must be delivered to Nav 155.

Mission Failure

Cargo ship, cargo or scientist is destroyed.

SELIM MINING IND. – PART B

Reward	3300
Mission Type	Delivery
Mission Waypoint(s)	23
Number of Landouts	2

Bulletin Board & Diary Information

E-Mail. Good to see you, Ser Arris. Our company is pleased with your performance, your account will be credited. We do however have another job for you [...].

Diary. Check out Space Station 'Cae Rex' at Nav 23. Pick up any pods or survivors.

Ships and Skill Levels

Nav 23			
3	Tembler		SK 5
Wave 2			
3	Ecantona		SK 6
Wave 3			
3	Ashearer		SK 7
Nav 155 — Dexros			
1	Gea Mk II	ID	SK 9

Mission Success

Scientist is returned to Nav 23. Spacelab is not destroyed.

Mission Failure

Scientist or spacelab is destroyed.

SPORT.SAKKUHR.ROMPERS-ADMIN@CRIUS.NET

Reward	6000
Mission Type	Escort
Mission Waypoint(s)	5
Number of Landouts	3

Bulletin Board & Diary Information

BB. After losing their bid for the Bexian Cup in a heart-breaking fifth game, the Dark Moon Rompers (18 to 1 favourites) are returning home to Hermes at Nav Point #5. Team manager Jurgon Finsman fears his team are in mortal danger, after receiving 247 death-threats from various pirate clans.

Team owners seek qualified pilot to provide escort services for the team Transport.

Diary. Working for: Sakkuhr Rompers. Escort the Rompers' Transport as it lands at Hermes Nav Point #5.

Ships and Skill Levels

Nav 5 — Hermes			
1	Transport (Romper One)	P	SK 5
Arrive one at a time			
7	Leighat		SK 5

Mission Success

Rompers' Transport lands safely.

Mission Failure

Rompers' Transport is destroyed.

STAIN-AWAY CO.

Reward	3900
Mission Type	Search and Destroy/Delivery
Mission Waypoint(s)	170, 69, 68, 170
Number of Landouts	3

Bulletin Board & Diary Information

BB. From: Stain-Away Co.

In case you haven't heard of us, we are manufacturers of high quality pants. We have discovered a new material, called Teflo-Weave, which is resistant to all stains. There will be a high demand for this due to the pant-rippling nature of space combat. Unfortunately our deadly rival, Rear-Guard Ltd., has stolen our prototype samples, and are heading back to their labs at Nav Point #131. They must be stopped! ID and destroy their ship before they reach Rear-Guard HQ, and return the pants to us at our own labs at Nav Point #170.

Diary. Working For : Stain-Away Co.

Track down the ship going by the name of Pant Parts, heading between Nav Point #170 and #131. Destroy it, and return the cargo to Nav Point #170. Destroy anyone who tries to stop you.

Ships and Skill Levels

	Nav 170		
1	Ilia (Bex Beer)		SK 9
3	Ogan (Galaxian Couriers, Power Loaders, Cerulean Gemstones)		SK 9
	Nav 69		
1	Gea Transit (Medical Supplies)		SK 9
1	Ogan (Passenger Transporter)		SK 9
1	Ogan (Pant Parts)	K	SK 9
1	Transport (Passenger Transporter)		SK 9
1	Gea Transit (Lumber)		SK 9
	Nav 68		
1	Ogan (Passenger Transporter)		SK 9
1	Gea Transit (Synthi-meat)		SK 9
	Nav 131		
1	Military Medium		SK 5
1	Military Light		SK 4

Mission Success

Find and destroy Pant Parts, and deliver the cargo "Tefloweave" to Nav 170.

Mission Failure

Cargo ship docks safely, or "Tefloweave" is not collected and delivered.

TIGHT VIOLINIST LTD.

Reward	2900
Mission Type	Escort
Mission Waypoint(s)	7, 2
Number of Landouts	3

Bulletin Board & Diary Information

BB. There's a cargo ship full of hops that needs to be escorted from Anhur (Nav Point #7) to Bex (Nav Point #2) for the big beer festival. Thousands will be descending on the planet to taste classic Bex brews such as 'Gut-wrencher', 'Old-bloater' and 'Ring-bleeder' [...].

Diary. There's a cargo of hops that needs to be escorted from Anhur (Nav Point #7) to Bex (Nav Point #2). See that it gets there in one piece.

Ships and Skill Levels

	Nav 7 — Anhur		
1	Gea Transit (Hopps)	P	SK 9
	Nav 2 — Bex (arrive one at a time)		
1	Vector	K	SK 4
1	Kiowa Shuttle	K	SK 6
1	Veldor	K	SK 4

Mission Success

Hopps Cargo ship docks safely. Pirates die.

Mission Failure

Hopps Cargo ship is destroyed.

TREE FELLAS

Reward	2400
Mission Type	Escort
Mission Waypoint(s)	218, 220, 155
Number of Landouts	3

Bulletin Board & Diary Information

BB. We have cargo ships full of lumber that have just left Karatikus which are set to be delivered to the space station Dexros. The trouble is that we could only find two pilots willing to fly escort. Jincilla pirates have been seen in the area, [...].

Diary. Meet a cargo ship near Karatikus at Nav Point #218, and escort it to space station Dexros (Nav Point #155).

Ships and Skill Levels

	Nav 218		
1	Gea Transit (Lumber)	P	SK 9
2	Duress (Lumber Escort)		SK 9
	Nav 220 — arrive one at a time		
2	Skull		SK 4
1	Veldor		SK 4
1	Tacon		SK 5

Mission Success

Cargo ship makes it to Dexros station safely.

Mission Failure

Cargo ship is destroyed.

TRI-SYSTEM LEAGUE OF HUNTERS

Reward	6000 (down from the 12,000 the Hunters promised)
Mission Type	Search and Destroy
Mission Waypoint(s)	3, 20, 19, 6
Number of Landouts	3

Bulletin Board & Diary Information

BB. We have been monitoring your recent activities closely and although your style is crude and somewhat clumsy we believe you may be a worthy challenge for our members.

We are offering you the opportunity to test your mettle against us, and in the process earn yourself a substantial reward.

The mission my dear boy, is basically cat and mouse, you being the mouse of course. The chase will take place between Janus and Hades, four Nav Points. Your goal is to get through all four Nav Points over to Hades in one piece, where your reward will be waiting. We call it "Heaven to Hell."

Diary. Working for: Tri-System League Of Hunters. Go to Janus Nav Point #3 to destroy these hunter fools.

Ships and Skill Levels

Nav 3 — Janus IV			
(None)			
Nav 20			
1	Danrik (Aroon Strebor)	K	SK 6
2	Freij (Brad Stroker, Simon Charger)	K	SK 8
Nav 19			
1	Skecis Mk II (Stella Widowmaker)	K	SK 6
1	Icarus (Pablo Donerkiel)	K	SK 9
1	Freij (Sken Calvuchi)	K	SK 8
Nav 6 — Hades			
1	Danrik (Philipe Rellem)	K	SK 6
2	Freij (Bullman Korder, Nudger Carlson)	K	SK 8

Mission Success

Destroy all Hunters. (When you kill Bullman, he drops the cargo pod, which contains 6000 credits, not 12,000.)

Mission Failure

Die, or go to an unassigned Nav Point.

TRI-SYSTEM TRAVEL – PART A

Reward	2400 (doubled upon completion of Part B)
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary Information

BB. There is a lone pirate in the system, called Coresh Fakhar, who enjoys killing innocent families who travel on holidays to the nearby resorts. This scum has always fancied his ability to stay quiet and lay low in every remote part of the galaxy accessible to him. But his luck is about to change. Word has just arrived that he is near. Kill him, and do a service to humanity.

Diary. Take out the mercenary killer, Coresh Fakhar.

Ships and Skill Levels

Random Nav Point			
4	Tembler (Mercenary)	K	SK 5
1	Ecantona (Coresh Fakhar)	K	SK 6

Mission Success

Coresh Fakhar (Turkey) and any other pirates or mercenaries are killed.

Mission Failure

Coresh Fakhar (Turkey) or mercenaries escape.

TRI-SYSTEM TRAVEL – PART B

Reward	2400 (in addition to the money for Part A)
Mission Type	Search and Destroy
Mission Waypoint(s)	(Random)
Number of Landouts	3

Bulletin Board & Diary Information

E-Mail. You are going to pay for killing my brother, you bastard. You must have shot him from behind, you snivelling little coward, because if you'd fought him in a fair fight he would have cut you in half. I am going to blow you out of the Tri-System. Prepare to die. Working For: Tri-System Travel Co.

Diary. Take out Wessed Fakhar.

Ships and Skill Levels

Random Nav Point			
1	Ecantona (Wessed Fakhar)	K	SK 6
2	Ecantona (Mercenary)	K	SK 6

Mission Success

Wessed Fakhar (Coot) and mercenaries are destroyed.

Mission Failure

Wessed Fakhar (Coot) or mercenaries escape.

TYSON ARCHAEOLOGICAL

Reward	3700
Mission Type	Search and Destroy
Mission Waypoint(s)	6, 24, 23, 22, 0
Number of Landouts	3

Bulletin Board & Diary Information

BB. From: Tyson Archaeological.

Reports have come to us telling of a pirate presence between Karatikus and Hades. The pirates are Chirichans, and it is not yet known why they have chosen to take up patrols in this area. We have a cargo ship full of artifacts taken from the surface of Hades, Nav 6, that must go to Karatikus for analysis. We need a pilot to sweep through this route, including Nav Points #6, #24, #23, #22, & #0, annihilating any known pirates along the way.

Diary. Working For: Hades Archaeological.

Sweep through the route between Hades and Karatikus, including Nav Points #6, #24, #23, #22, & #0, annihilating any known pirates along the way.

Ships and Skill Levels

Nav 6 — Hades			
2	Demon		SK 4
1	Chirichan Shuttle		SK 5
Nav 24 — arrive one at a time			
2	Demon		SK 4
Nav 23			
(None)			
Nav 22			
2	Demon		SK 4
Nav 0 — Karatikus (arrive one at a time)			
2	Demon		SK 4
2	Chirichan Shuttle	K	SK 5
1	Heron	K	SK 4
1	Testmos	K	SK 5

Mission Success

Pirates destroyed, particularly in the last Nav Point, Nav 0 at Karatikus.

Mission Failure

Pirates survive, particularly at Nav 0 at Karatikus.

UNABLE TO ID: SIGNAL ENCRYPTED

Reward	3000
Mission Type	Delivery
Mission Waypoint(s)	186, 160
Number of Landouts	3

Bulletin Board & Diary Information

BB. From: Unable to ID: Signal Encrypted

I am from a certain underworld organisation, which I'm sure you need no introduction to. One of our ships was destroyed, and we require someone to go and pick up 2 packages which were jettisoned from it seconds before it exploded. There's no need to know the contents, and you will be rewarded well for your discretion.Watch out for others who may want to get their hands on the package. We will transmit the Nav Points to your computer upon accepting the mission.

Diary. Working For : UNKNOWN

Pick up 2 packages at Nav Point #186, and take it to Nav Point #160. Destroy any threatening parties.

Ships and Skill Levels

Nav 186 — arrive one at a time			
1	Tembler		SK 5
1	Ecantona		SK 6
1	Ashearer		SK 7
Nav 160			
1	Ashearer	K	SK 7

Mission Success

Packages collected and delivered.

Mission Failure

Packages destroyed or not delivered.

UNIVERSITY OF HERMES, COLLEGE OF BIOLOGICAL RESEARCH

Reward	3700
Mission Type	Search and Destroy
Mission Waypoint(s)	98, 212, 211, 210, 209, 153
Number of Landouts	3

Bulletin Board & Diary Information

BB. We have finally achieved success in a set of experiments previously untried. The results are very volatile, very confidential, and very valuable. We are probably being paranoid, but in our efforts to Transport the "results" from the moon of Destinas (Nav Point #98) to our new research lab on Draknor (Nav Point #153), we've discovered unusually large numbers of Kindred in the area. We must make sure that our route is clear before we attempt to Transport this shipment. Anyone who will complete this mission will be well paid.

Diary. Working For: University of Hermes, College of Biological Research.

Patrol all Nav Points between the moon of Destinas (Nav Points #98) and Draknor (Nav Point #153). This will include Nav Points #98, #212, #211, #210, #209, & #153.

Ships and Skill Levels

Nav 98 — Destinas (arrive one at a time)			
1	Vendetta	K	SK 7
2	Blade	K	SK 7
Nav 212			
2	Vendetta	K	SK 7
2	Blade	K	SK 7
Nav 211			
(None)			
Nav 210			
(None)			
Nav 209			
2	Blade	K	SK 7
Wave 2			
2	Vendetta	K	SK 7

Mission Success

All pirates killed.

Mission Failure

Pirates escape.

WILFORD BIOLOGICS – DEFEND BIOLOGICS

Reward	5000
Mission Type	Defend
Mission Waypoint(s)	4
Number of Landouts	3

Bulletin Board & Diary Information

We have a situation requiring immediate attention. A major shipment of expensive raw materials is on its way from Karatikus to Crius at Nav Point #4. We have reason to believe that Kiowan pirates are planning to destroy the convoy.

Please protect our cargo ships as they land on Crius.

Diary. Working for: Wilford Biologics Inc., Security Div. Go to Crius, Nav Point #4, and provide cover as a merchant convoy attempts to land.

Ships and Skill Levels

Nav 4 — Crius

4 Ilia (Mutated Bioforms, Mutembryos) P SK 9

Wave 2 — arrive one at a time

6 Drakkar (Mutant Rights Activists*) SK 5

* These people offer you a counter-deal. See **Wilford Biologics — Defend Mutants**, next.

Wave 3

4 Ilia (Mutated Bioforms) SK 9

2 Aurora (Mercenary Escort) SK 9

Wave 4 — arrive one at a time

2 Drakkar (Mutant Rights Activists) SK 5

Mission Success

Mutbioform/Mutembryo convoy lands safely.

Mission Failure

Mutbioform/Mutembryo convoy is destroyed.

WILFORD BIOLOGICS – DEFEND MUTANTS

Reward	4000
Mission Type	Search and Destroy
Mission Waypoint(s)	4
Number of Landouts	3

Bulletin Board & Diary Information

E-Mail. Ser Arris, do you realise what you have come out here to protect?

Those cargo ships contain physically challenged men, women and children from the great terraforming accident of Karatikus. They have committed no crimes other than being born. They are being taken to Biologics to have hideous experiments performed on them. We know that they are being Transported in blast proof cryo-pods, and therefore, could very well survive a hull breach explosion.

Take out the cargo ships for us, then leave the pods to us. They have enough oxygen to survive until our cargo ship arrives to tractor them aboard.

We will pay you CR 4000.

Will you join us in destroying those escorts and cargo ships?

Ships and Skill Levels

	Nav 4 — Crius		
4	Ilia (Mutated Bioforms, Mutants Embryos)	K	SK 9
2	Aurora (Mercenary Escort)	K	SK 9
	Wave 2 — arrive one at a time		
2	Drakkar (Mutant Rights Activists)		SK 5

Mission Success

Destroy the Mutbioform/Mutembryo cargo ships, but not the Mutpods.

Mission Failure

The Mutbioform/Mutembryo cargo ships escape, or you kill the Mutpods.

SOS Mission Notes

AGGRESSOR/LILLIANA

Reward	4000
Mission Type	Rescue
Mission Waypoint(s)	(Random)
Landouts	3

E-Mail & Diary Information

E-Mail. (Aggressor/Lilliana) We are under attack by Papogod terrorists, who ambushed us. We will give all who assist us against this threat 4000 credits for their trouble. We are damaged and only have a handful of fighters left. If anyone is in the area, we ask that you make haste to assist us. Can we count on your support?

Diary. The CIS "Aggressor" has been ambushed and requires assistance.

Ships and Skill Levels

Random Nav Point

1	Mil. Destroyer (Aggressor/Lilliana)	P	SK 7
1	Military Light		SK 4
6	Tembler	K	SK 5

Mission Success

Aggressor/Lilliana survives.

Mission Failure

The Aggressor/Lilliana is destroyed.

CARNEL'S BRIDE

Reward	3000
Mission Type	Rescue
Mission Waypoint(s)	Nav 29, 3
Landouts	1

E-Mail & Diary Information

E-Mail. (Noble House of Janus) The bride of Vigo Carnel, our illustrious guru, has been attacked on her way from Janus to Bex. We think she is still alive in an escape pod. She is a vital political link between us and the Bexian High Order. If alive, she must be rescued at all costs. We are prepared to pay 3000 credits for her safe return to Janus. Do we have a deal?

Diary. Working for Noble House of Janus. Rescue the damsel in distress at Nav Point #29 and head for Janus, Nav Point #3.

Ships and Skill Levels

Nav 29 — arriving one at a time

3	Vendetta	SK 7

Mission Success

Deliver Carnel's bride safely to Janus.

Mission Failure

Carnel's bride dies, or not collected.

CIS CARGO POD WITH VITAL INFORMATION

Reward	4000
Mission Type	Delivery
Mission Waypoint(s)	(Random), 147
Number of Landouts	2

E-Mail & Diary Information

E-Mail. Emergency Comm from CIS Headquarters, Special Ops. Div.

A cargo ship carrying vital information has been blown up by the Kindred. Her pilot was sharp enough to jettison a cargo pod with the information on board. We need you to recover this pod and bring it to the space port of Tersa, Nav Point #147. Hopefully our engineers there will be able to recover the data. [...].

Diary. Go and retrieve the cargo pod.

Ships and Skill Levels

Random Nav Point

3 Vendetta SK 7

Mission Success

Cargo pod safely collected and delivered.

Mission Failure

Cargo pod destroyed.

CIS CARGO RESCUE

Reward	4000
Mission Type	Delivery
Mission Waypoint(s)	(Random)
Landouts	1

E-Mail & Diary Information

E-Mail. (CIS HQ) One of our cargo ships has been attacked by its own escorts. Before blowing up, the cargo ship managed to take out the turncoat escorts. The cargo is extremely valuable to us and is still floating around. Our long range scanners have picked up a pirate squadron on a direct intercept course. Rescue the cargo, and deliver it to Anhur, Nav Point #7.

This will be worth 4000 credits. Can we count on you?

Diary. Working for CIS Headquarters, Special Ops. Div. Retrieve cargo pod (1) floating in space and take it to Anhur, Nav Point #7.

Ships and Skill Levels

Random Nav Point — Appear one at a time

4 Tembler SK 5

Mission Success

Cargo collected and transported safely to Anhur.

Mission Failure

Cargo is destroyed.

CIS CARRIER FORGEN

Reward	4000
Mission Type	Rescue/Delivery
Mission Waypoint(s)	180, 6
Landouts	3

E-Mail & Diary Information

E-Mail. (CIS Forgen) This is the military carrier CIS "Forgen" requesting assistance. We are located at Nav Point #180. I repeat, please help, this is the military carrier CIS Forgen at Nav Point #180.

We have been infected by a pirate computer virus and have lost control of our navigation instrumentation. We have been locked on course and we are drifting into a restricted area armed with defence satellites. I repeat, we need immediate assistance.

We need someone to take out the satellites before we get too close. We will be jumping ship as soon as possible. Please assist. He..l.p... Thew34e..is 43is t.he mil..ler sh.ip o jkqw fes as.sist.a.nce. We. A.re lo.cated. At. N.av poi.nt 1.80. I r.epe.at pl.se he..lp, ti.s the mgkltg.il....la.tiry caiurr.. Sh.iyt n..av p.oi.nt 1uio;lyo.....8.....0.

<< TRANSMISSION LOST >>

Diary. Working for: military carrier CIS "Forgen." Help requested from military carrier ship at Nav Point #180. Take out laser satellites.

Ships and Skill Levels

Nav 180			
1	Military Carrier (Forgen)*	P	SK 8
10	Lasertower	K	NA
3	Tembler**		SK 5

* Name does not appear in the game.

** Arrive one at a time.

Mission Success

Protect the *Forgen*. Destroy the Lasertowers. Pick up the *Forgen's* escape pod and deliver it to Hades.

Mission Failure

The *Forgen* is destroyed. The escape pod is destroyed.

CIS CODE 3 TOP PRIORITY

Reward	3500
Mission Type	Search and Destroy/Delivery
Mission Waypoint(s)	190, anywhere
Number of Landouts	1

E-Mail & Diary Information

E-Mail. Emergency Comm from CIS Headquarters, Special Ops. Div.

LOCATION: Nav Point #190

Don't even think about declining this mission. High command have made it a CODE 3 - TOP PRIORITY.

Long range scanners have picked up an unidentified ship at Nav Point #190, The ship is immobilised and we [...].

Diary. Working for CIS Headquarters, Special Ops. Div. Locate unidentified ship at Nav Point #190. Terminate all hostiles and pick up the John Doe.

Ships and Skill Levels

Nav 190 — arrive one at a time		
1	Unknown Ship	SK 9
Arrive one at a time		
2	Tembler	SK 5

Mission Success

Escape pod safely collected.

Mission Failure

Escape pod destroyed.

CIS SHUTTLE 013AZL

Reward	3000
Mission Type	Rescue
Mission Waypoint(s)	(Random)
Landouts	3

E-Mail & Diary Information

E-Mail. (CIS Shuttle) EMERGENCY. This is CIS shuttle 013AZL. We have lost all life support and drive functions. We are adrift and are in need of assistance. This is CIS shuttle 013AZL requesting assistance from any nearby military or civilian craft.

Diary. Working for CIS shuttle 013AZL. Proceed to rescue the crew of shuttle 013AZL.

Ships and Skill Levels

Random Nav Point		
1	Transport	SK 5
1	Testmos	SK 5
2	Heron	SK 4

Mission Success

Collect all shuttle crew members (4).

Mission Failure

Crew member dies or isn't collected.

CIS TRIAL WITNESS

Reward	3000
Mission Type	Delivery
Mission Waypoint(s)	4
Number of Landouts	1

E-Mail & Diary Information

E-Mail. Emergency Comm from CIS Headquarters, Special Ops. Div.

LOCATION: Nav Point #4

One of our Transport shuttles taking a crucial trial witness to Hades has blown up just off Crius. We suspect sabotage. Fortunately the witness survived and is awaiting pickup in an escape pod. Make haste to Nav Point #4 and pick up the pod. This is of the utmost urgency, we need this witness alive.

Diary. Working for CIS Headquarters, Special Ops. Div. Get to Nav Point #4 and pick up the escape pod.

Ships and Skill Levels

Nav 4 — Crius

(None)

Mission Success

Escape pod collected safely. Land on Crius.

Mission Failure

Escape pod destroyed.

DANA KAY COSMETICS

Reward	4000
Mission Type	Rescue
Mission Waypoint(s)	(Random)
Landouts	3

E-Mail & Diary Information

E-Mail. (Corporate Freighter) Corporate freighter being pursued by pirate forces. Engineering and life support systems failing. We are requesting assistance from any available craft.

Diary. Working for: Dana Kay Cosmetics@crius.net. Proceed to give emergency assistance to a commercial freighter.

Ships and Skill Levels

Random Nav Point

1	Monolith	SK 9

Attackers

4	Ashearer	SK 7
3	Ecantona	SK 6

Mission Success

Pick up floating captain and crew (3 in all).

Mission Failure

Spaceman dies.

EMERGENCY COMM FROM MEREDITH DESIGN LTD.

Reward	3500
Mission Type	Delivery
Mission Waypoint(s)	(Random)
Number of Landouts	3

E-Mail & Diary Information

E-Mail. Ser Arris! Thank God you are available. We have an emergency; A pilot flying one of our cargo ships was attacked and barely managed to eject before his ship was destroyed. The pilot is the son of a long-term vice president, and his well-being is vital [...].

Diary. Rescue a pilot whose ship came under attack. He is drifting in an escape pod and needs picking up.

Ships and Skill Levels

Random Nav Point		
3	Tembler	SK 5
Wave 2		
2	Ecantona	SK 6

Mission Success

Escape pod safely collected. (Land anywhere to deliver pod.)

Mission Failure

Escape pod destroyed.

GOOD OL' BOYS HAULAGE

Reward	0 (This is a setup)
Mission Type	Search and Destroy
Mission Waypoint(s)	89
Number of Landouts	0

E-Mail & Diary Information

E-Mail. LOCATION: Nav Point #89

SOS, SOS.

I need help god damn it, I've got pirates all over my ass, my escorts have been wasted and I don't know how much longer I can hang on, get here kill these bastards and I'll pay you 6000 creds. Will you help me out ?

Diary. Go to Nav Point #89 and rescue a pilot who is under attack.

Ships and Skill Levels

Nav 89 — arrive one at a time			
1	Heretic	K	SK 9
1	Velacia	K	SK 5
1	Aurora	K	SK 9
1	Skecis Mk II	K	SK 6
1	Karnenan	K	SK 6

Mission Success

All pirates killed. Since this all a setup by the Good Ol' Boys, you can only survive.

Mission Failure

Pirate escapes.

JULIA DEREK

Reward	2250
Mission Type	Delivery
Mission Waypoint(s)	177, 136
Landouts	1

E-mail & Diary Information

E-Mail. (Julia Derek) I am a courier for Bex Antiquities. I was travelling to Janus on a routine delivery, when I was hit by a large asteroid which all but pulverised part of my cargo hold. In a panic I hit the jettison button, thinking that the cargo I was carrying would be better off in space. It is still floating out there and I'm at the space station Reva stalling my supervisors. If you could, go to Nav Point #177, pick up the cargo and take it to Reva's local space, at Nav Point #136. I will pay you three-quarters of my commission, about 2250 credits.

Diary. Working for: Julia Derek, Bex Antiquities. Go to Nav Point #177. Pick up a cargo crate and take it to Reva, Nav Point #136.

Ships and Skill Levels

Nav 177

(Random encounters)

Mission Success

Transport cargo safely to Reva.

Mission Failure

Cargo is destroyed.

KIOWAN HIGH COUNCIL

Reward	1300
Mission Type	Rescue
Mission Waypoint(s)	(Random)
Landouts	0

E-Mail & Diary Information

E-Mail. (Kiowan High Council) We would not normally ask favours from lowly mercenary pilots, but circumstances have deemed it necessary. One of our ships is without power and stranded. As most of our fighters are off on more pressing issues, we need a mercenary to make sure our stranded pilot is OK. Jincilla fighters have been spotted in the area. If seen, our comrade will be a sitting duck. We will pay you 3500 credits to destroy these Jincilla scum. Well, will you help us?

Diary. Working for: Kiowan High Council!!! Kill all Jincilla pirates in the area, they will be after a Kiowan ship.

Ships and Skill Levels

Random Nav Point

1	Vector	P	SK 4
3	Skull	K	SK 4

Mission Success

All Jincilla pirate ships are destroyed. *Vector* survives.

Mission Failure

A pirate ship escapes. *Vector* is destroyed.

NATION CARGO COURIER I

Reward	5000
Mission Type	Rescue
Mission Waypoint(s)	Nav 154
Landouts	3

E-Mail & Diary Information

E-Mail. We have received a distress call from a cargo ship who lost her way and ended up at Nav Point #154, near the Chirichan Draknor station. We fear she is being attacked, and we need her in one piece. Please go to her; her cargo is very valuable! We will be happy to pay you 5000 credits for destroying all of the pirates in the area. After they are dead, we can recover the ship. Will you do it?

Diary. There is a cargo ship who needs protection at Nav Point #154. Go there and make sure all the threatening Chirichan pirates are dead. This one is worth 5000 credits.

Ships and Skill Levels

Nav 154			
1	Ogan (Disabled)	P	SK 9
3	Demon	K	SK 4

Mission Success

Courier ship (Ogan) survives. All pirates are destroyed.

Mission Failure

Courier ship is destroyed. Pirate ship escapes.

ORREAM FREIGHTER

Reward	3500
Mission Type	Rescue
Mission Waypoint(s)	(Random)
Landouts	3

E-Mail & Diary Information

E-Mail. (Orream) EMERGENCY.. This is the CIS Transport "ORREAM" bound for Hermes. Our drive and stabiliser systems are damaged. Requesting assistance from all nearby military and civilian craft. [...].

Diary. Assist in the defence of the *Orream*.

Ships and Skill Levels

Random Nav Point			
1	Mil. Transport (Orream*)	P	SK 9
1	Ecantona	K	SK 6
3	Ashearer	K	SK 7
1	Mil. Destroyer**		SK 7

* Name does not appear in game
** Arrives later

Mission Success

Successfully defend the *Orream* from the pirate attack until the destroyer arrives.

Mission Failure

Orream is blown up before the destroyer arrives.

PILOT BRAD (NATION CARGO COURIER 2)

Reward	3500
Mission Type	Rescue
Mission Waypoint(s)	[Random nav]
Landouts	0

E-Mail & Diary Information

E-Mail. (Pilot Brad) Please help me!! I'll give 3500 credits to anyone who can get these three Papogod pirates off my tail!! How was I meant to know she was the Papogod pirate leader's wife. Will you save me?

Diary. Working for Nation Cargo Couriers. Help some lover boy who's been ambushed.

Ships and Skill Levels

Random Nav Point			
1	Duress (Mercenary)	P	SK 8
3	Ecantona	K	SK 6

Mission Success

Mercenary survives.

Mission Failure

Mercenary dies.

VON SPRECHEN INDUSTRIES

Reward	5000
Mission Type	Rescue
Mission Waypoint(s)	(Random)
Landouts	3

E-Mail & Diary Information

E-Mail. (Von Sprechen) Private vessel experi.. .. .... drive system a... ....blizer malfunct...., headi.....near [Random nav].. fear ..... ible pirate at.....eking able pilot ... . assis.. .. .. abandon ship...12...re... .. d ..it.. .. . escue...

Diary. Working for Von Sprechen Ind@Crius.Net. Rendezvous with private vessel and render aid if possible.

Ships and Skill Levels

Random Nav Point		
1	Ilia (Father's Pride)	SK 9
4	Heron	SK 4
2	Demon	SK 4

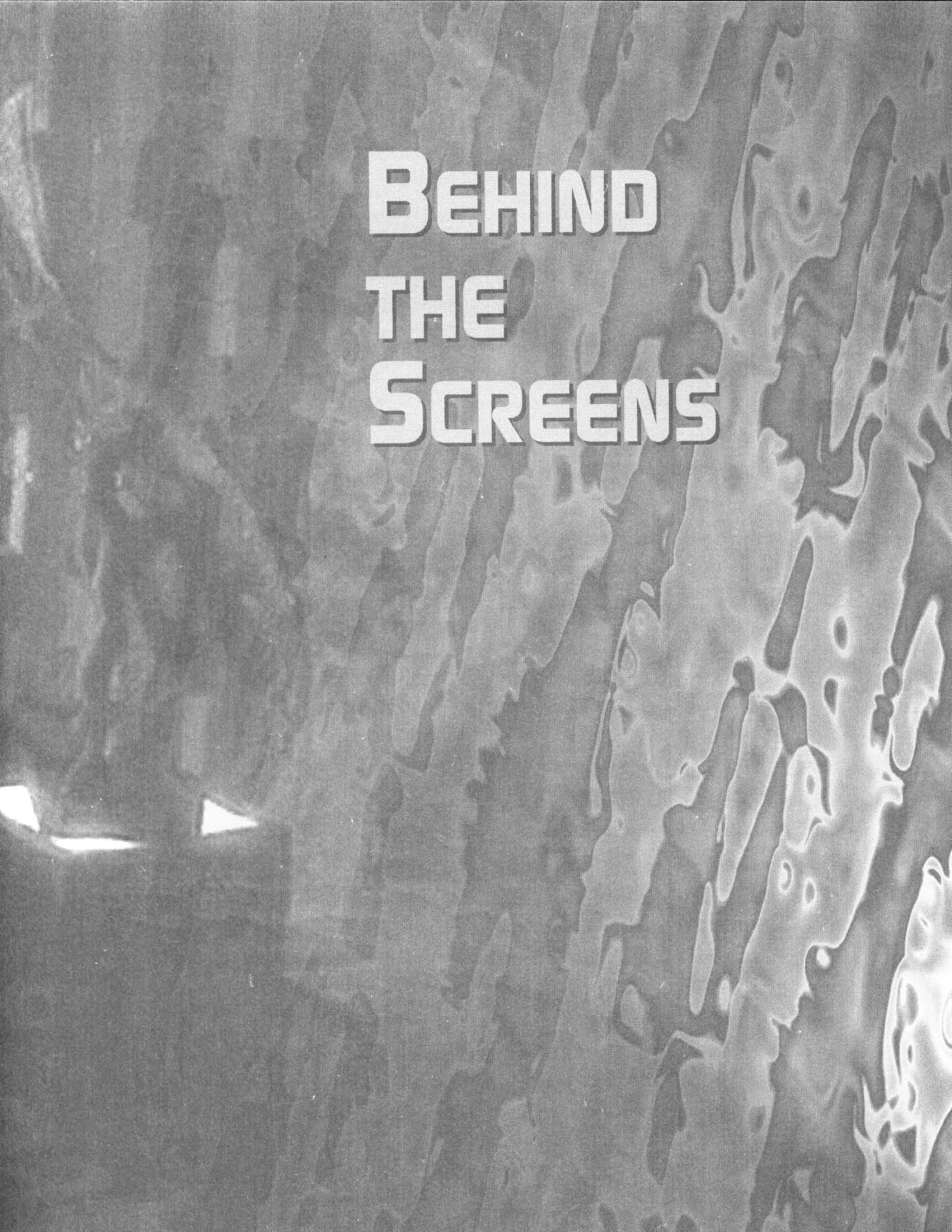
Mission Success

Rendezvous with private vessel (Ilia). Rescue floating spacemen (3).

Mission Failure

Private vessel (Ilia) is destroyed. Floating civvies are killed or not collected.




BEHIND
THE
SCREENS

Interviews

Nick Goldsworthy

ASSOCIATE PRODUCER



Q: What does an Associate Producer on Privateer 2 do?

GOLDSWORTHY: This job is actually more a cross between an Associate Producer and an Executive Producer. It involves looking after the program side of things — we have an Art Director looking after the art, and there are a few programmers who report directly to me.

Q: What kind of problems have you run into?

GOLDSWORTHY: Keeping things on time and on schedule — as with any project, really. We lost a programmer early on, but after that we actually started moving. We developed a more state-of-the-art engine. The space flight is better, too.

Q: How is the space flight better?

GOLDSWORTHY: We've improved the control method — now there's a lot more inertia. We spent quite a while trying to redefine control methods so it feels like you are flying. The ships' movements are based more on the way a flight simulator works. The player feels like he is actually flying a spacecraft, rather than simply controlling a rotating tire that can move up and down, left and right like in other games.

Q: Do you think the game is going to be harder?

GOLDSWORTHY: The difficulty of this game is based on the fact that we don't actually have any "ace" or "rookie" types of difficulty levels. There is just one difficulty level in the game. You can't change any difficulty settings, so you might have to play this game for a few hours before you get good. The game gets more difficult as you go on, because you get more difficult missions as your kill rate gets better.

You've got four pirate clans as well, so there's not just one type of hostile out there. The pirates actually fight among themselves. As you are flying around space, you can see the military ships attacking pirates and pirates attacking each other. This has no effect on you and your mission, but you can go and intervene if you want to.

Q: It sounds like you are really pleased with where the game is going. Did you start at the very beginning of the development?

GOLDSWORTHY: No, not really. When I came in, there was just a team of artists who had put together a flick and some ship models. There was a very basic game design, with some idea of the game and a very brief technical document. They'd started getting the script together, and I was brought in to oversee the script, look after the office, build up the location and get a team of programmers underway to work with the artists. I really got my teeth into the script and technical work, and I've been doing a lot of design. I made some major changes in the game. In fact, the actual script has had to change course a few times.

Q: What sort of things do you design?

GOLDSWORTHY: Right now I'm designing how the actual ship systems work — how the control of the ship gets disrupted when something gets damaged ... things like that.

We've got an electronic navigation map, systems windows that pop up, a guns system and a communications system ... we're designing the interface for systems like this, what the computer ship says when a part of your ship gets damaged, how the damage gets repaired, what percentage gets damaged with each hit.

That's what I've been working on recently. Just before that, I was doing generic mission design. Scripts for the subplot missions and the pirate activity that is going on in the universe. We've got a lot of big documents detailing all of these various aspects of the game.

There are a lot of features in this game. I've been a real fan of games all through this industry, and I've taken aspects of a lot of games and mingled them all into one. I want to produce something that is going to keep people addicted for a long time, and I think you are looking at least 300 hours for this game. Just looking at the text makes me think it's going to be big. This is the most text we've ever seen in any game — although I believe the *Civilization* people said that. Still, there's a tremendous amount in there.

Q: It seems like Privateer 2: The Darkening creates more of a universe than any other game that I've seen recently. Did you sit down and think — "Hey, it would be nice to have e-mail," or "What about having wingmen for hire?" — is it just something that one person came up with or did a lot of things just happen?

GOLDSWORTHY: It's been a mixture. It's best at first to sit down with a lot of people and just brainstorm. When one initial idea comes up — especially with the missions — it's best to get everybody's input on it. One person may think of a type of mission we should do, something we should try, and somebody else might come up with a different type of career. You can't think of all those things yourself. When you are doing technical design, then you can work things out yourself.

Initially a lot of the game concepts and ideas involved everybody's input, and then a couple of people took over from there. I think with any game it is best to have everyone's input in one big brainstorming session, then from all those notes work out what you are going to do, make it into something you can use.

When the project's as large as this, I have to keep in mind how everything is structured together. I spent about two months actually just making flow charts of the entire game structure. I had the film script in my hands just before they filmed it, with about 20 pages of scribbled notes on those script pages — "This is incorrect" or "It doesn't flow properly." I tried to check continuity mostly — what locations are interactive, and how this set works on this planet. Other than that, I didn't spend much time with the film. I went down a couple of times just to check it out.

Q: What's the biggest problem that you've had? Or I guess I should say what's the biggest surprise that's come out of nowhere?

GOLDSWORTHY: I think the biggest surprise was looking at the actual edits of the film. You get the edits back, and you think, "This isn't how I thought it was going to work ..." You see all these flaws in the film — things which aren't impossible, but they require reworking some areas of the game. Once you've got the film, you can't go back and change it, so some parts of the game may have to change. Maybe some of the locations on the planets change, or some interactive sets can't be interactive any more.

Paul Hughes, Tony Stockton, Brian Marshall

PROGRAMMERS



Q: Have you all been working on Privateer 2: The Darkening *from the beginning?*

HUGHES: No. None of us have, really.

STOCKTON: I started about two months after the project actually started taking off. We began getting code together.

MARSHALL: I started in January of 1995.

Q: So what happened when you came in? You sat down at your computer and somebody said. . .

HUGHES: "Here's the deep end." And then they threw you in.

STOCKTON: I started when they were doing the financial review to get the money for the film. Basically, we had to produce a demo to prove that we could do something that was as good as or better than *Wing Commander III*. And off we went.

Q: And when did you come in?

MARSHALL: Much later. I applied for the job and was rushed through the interviews in seven working days from start to finish. I started working a month before I was officially hired.

Q: So what does a programmer do? For instance, what's an "engine"?

HUGHES: Oh, I hate that term, I hate that term! An engine is basically a collection of routines for one specific purpose. A 3-D engine is a bunch of routines that perform 3-D transformations and projections. A video engine takes compressed video and decompresses it and takes the sound and tries to get it together on the screen. Graphic engines do graphics. There are a lot of routines to one specific area in a program.

All three of us worked on the 3-D engine part of the game. I also did all the gameflow — the video interaction and the low-level routines.

Q: Where does the 3-D engine come in?

HUGHES: Basically from the moment the player launches into space, the 3-D engine is working. It controls all of the 3-D shapes flying through space, how things are blown up, what protecting a ship involves, and so forth. Anything that you do in space, basically, is covered by the 3-D engine.

Q: Obviously artists create the ships, but how do you get them to fly around?

STOCKTON: The artists do the ships in *3-D Studio* — they create the geometry and the mapping. Then we have a conversion process that converts these objects using the internal game engine's method of creation, which simplifies the object. Basically, a 3-D universe is a giant cube, and we say, "Put these object in these positions in space and render them all from this viewpoint." And the engine actually draws it there. And before long, it has the ship flying around — that's the basis of creating a ship in 3-D.

Q: Do you as a programmer get to help design the game?

STOCKTON: Yes. In these last stages we get to conceptualize it. When they bring all the artwork in, we have input on what is possible to do with the computer and what isn't possible. The designers compromise too and come up with new ideas. So we have some input into the look and feel of the game — more the feel. We come up with new little graphic "routine-ettes" every so often — the morphing in the booth and other little touches like that.

Q: So you guys did the morphing?

HUGHES: Yes, "Stitch" decided he would like to add morphing to the screens. It was up to me to work out how it was done.

Q: Who comes up with things like the interface and the buttons?

STOCKTON: It's a joint effort, really. In the case of the buttons, it was Stitches' idea to have them as lights, and it was my idea to move them between screens. It's backwards and forwards all the time. We come up with an idea, try it, and then show a copy of it to Stitch and see how he responds.

Q: What part of the game can you point to and say "that's mine, I did that"?

HUGHES: That would be the booth at the moment.

STOCKTON: I'm trying to make the 3-D game engine the best there is. We want the people to play the game for the 3-D game engine only — instead of the

standard, "It's a movie, and oh yeah, it's got a 3-D game in it," we want this game to be a 3-D game that has a movie in it. We're doing a good job.

Q: Marshall, have you been here long enough to say what your crowning achievement is?

MARSHALL: Yeah. It would be this sort of routine I knocked out in a couple of hours — it seemed like such a small thing until they hooked it into the game, and suddenly it ran missiles and flew ships. It also started doing some quite weird things. But everyone that's seen it has had a very nice reaction to it.

Q: What other kinds of games have you worked on?

HUGHES: This is my thirteenth commercial product. I've been doing this since I was thirteen. The likes of *Bug-Bite* in Liverpool, *Ocean* in Manchester and *Firebird* in London. It's all I've ever known!

STOCKTON: You are a sad man.

Q: How about you? What did you do before you got into games?

STOCKTON: I use to work at British Aerospace, designing planes.

Q: And so you're doing the flying around bit, and he's doing the booths?

STOCKTON: We're all doing the "flying around." I did the booths until it got to the stage when it was nearly complete and then we started doing 3-D engine, so we're all three on that now.

Q: Was it a big switch to go from aerospace to computer games?

STOCKTON: Yes. Very. I used to do the programming as a hobby. And when I left I thought, here's my chance to use my hobby to earn money.

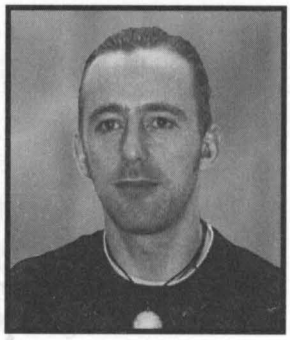
When I left British Aerospace I gave myself some time to do a demo that I could show people, which I did. That got me a job at Hand-Made Software, from there I moved to EA.

Q: And what did you do before?

MARSHALL: I was trained to be a traditional software engineer. I had a few problems and lost my financial aid for the university, and I was lucky enough to get a job working on the conversion of *International Soccer Team Media*, which was a big title back then. That was two years ago. Then I did a few games, some research bits. Then a couple of months ago I decided I had enough where I was, and applied for a research and development post, which is what I was doing two weeks before I came here.

Adam Medhurst

ART DIRECTOR



Q: How has the project been changing?

MEDHURST: Originally, I came onto this project to run the design side and to ensure a sense of continuity. Everyone could realize that the project was becoming quite complicated with so many locations — they add up to a tremendous amount of design work. These guys here were doing the computer-generated stuff, while the film guys did all the structural design and props. The film guys might be given one simple brief from which to do a design for a particular piece of architecture. Eight or nine weeks later they might do the backdrop for the interior that building. It may be a mess when it finally comes together. There were so many areas overlapping that we needed not just managing, but actual design.

That's why I was brought in. I've done all sorts of design, from product design to architecture —everything except computer games, really — and they pulled me in to oversee the design continuity. It all went very well — it was all well planned. Still, there were many times that I had to stop the film guys from doing something because it just wasn't going to link up with the architectural layout of certain planets we were building or the costumes .... there would be a set-up shot that shows you walking towards a particular building, and there would be all this wonderful architecture. Then we'd put the game aside for a few days, and the shot would start to look like some sort of 1960's high rise building or something. It just wasn't going to link. It did go well in the end.

I think my role changed when I finished the film stint and came back to Manchester to continue with the guys here. Instead of remaining the Creative Design Coordinator, they put me in as Art Director because I had the clearest vision of the whole project. It's critical that you have a liaison between all the different departments — costume and architecture and product design — because they all need to hold hands and be very closely knit if you are going to succeed in portraying realism in a fantasy world. If one person has got a clear vision, it will help bring this about.

I probably had the clearest understanding of what an interactive movie is and what it constitutes. It was hard work getting this concept across to the Pinewood guys. Sometimes I'd say, "No, you can't do that." They'd say, "Why not?" "Because he's taken his coat off. In the interactive movie we click on this guy and every time you come back to the set you click on him. He's got to have his coat on. Otherwise sometime somebody's going to come back and click on him and the next moment they'll see him and his coat's off." The continuity lady was just baffled by it: "We shot him earlier in his coat. He can take it off now." "No, he can't because we're going to be going back to that shot."

Q: On the computer side, do you have the same care over what one artist does compared to what another artist does?

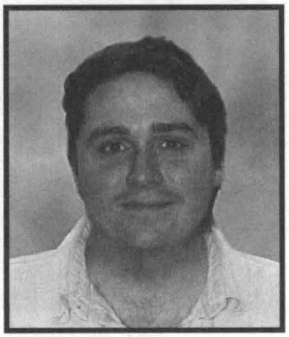
MEDHURST: Because the jobs are more closely related, we tend to work as a team when we produce animations, I usually set up the concept of the design, pencil drawings or marker drawings, get my creative end out of the way very early, and then I'll play manager to get it executed. We work as a team, so somebody will matte, do all the textures, somebody else will build the basic geometry for the trickiest portion of the animation, and then all the little tiny components will be divided among all the individuals. It's very team oriented ... they have to communicate. Otherwise you wouldn't end up with the results that we do.

It's a little bit scary producing all the computer animations that were being stitched into the film footage. There's lots of different sections where the game stuff is all in 3-D engine computer graphics. You've got the transit stations and customs and space ports that are all purely computer generated. And there's the film schedule. I think it took about five months of our time. All that was to be mixed in with the blue screen or to be produced for special effects, overlays for the film footage ... backdrops ... views out of the windows, things like that.

On the sets that we built I kept forcing the designers to make really big windows because everything was being filmed on interiors. I wanted the viewer to have a sense, a perception of what the cityscape or the planet was like. Exteriors give a tremendous amount away about the way a city is. Consequently we had big blue screen windows. And it was forced ... it was deliberate ... but it worked out really well. Each of the different planets had a specifically different kind of transportation system — some multi-lane, some train, etc. — and you got the feel for that. It opened the world up. It worked quite well.

Erin Roberts

PRODUCER/DIRECTOR



Q: You are the producer; were you in on it from the start?

ROBERTS: Yes. The idea was originated while I was still working at ORIGIN Systems. I wanted to move to England, work for Electronic Arts in England, and create ORIGIN games there. I took the game concept with me and built the concept here in England.

Q: What was the basic concept of the game?

ROBERTS: The concept was to create a game which interactively had a lot going for it — you could basically get anywhere and fly anywhere, you could trade, you could do lots of missions for people. At the same time, it would also be tied in with a very involved story line. So the plot would be threading through it.

I wrote up my pitch to ORIGIN Systems, really, from the UK. The review was approved by people in ORIGIN, and had a lot of the Sales staff behind it. It sort of went forward.

Q: And did ORIGIN set up the Pinewood Studios staff?

ROBERTS: No, that stuff was actually set up by us here in the UK. I went out and met and talked with the director and the screen writer, putting it together. We went out and talked with a film company here and contracted members of that company, and then we hired the crew.

Q: So you hired the crew and you hired the department heads, not in that order. Did they just start building sets?

ROBERTS: First of all, once the script was finished we had the director, with myself, break it down. Then we called in the art department to show them what we needed in sets. We hired a producer to basically run the operation. We also had in David Harrington, who helped with logistics and stuff. I actually produced it as well. We thought we would do better to get people who were more keyed into the English film industry, who could actually deal with the logistics, while I concentrated on getting people to approve budgets and that sort of stuff.

Q: So you set up the budget, which was your job, and you hired everyone else. And then did they just start building the sets? Did you have a lot of input?

ROBERTS: Yes. We built models of sets. After that we would approve the different models by putting a price tag next to each of the models and asking, "Do you want this?" We'd look at the budget, and if it was over budget, and we had to go through a stage of cutting back on one or two of the sets. We chose the most important, the ones we needed.

Q: How did you handle getting the actors?

ROBERTS: I wanted to create a truly international product. Being in Europe I had the chance to use actors from Germany, England, France, and the US. So I went through the actors choosing them depending on their background. We went after people like Proknow, who is a very famous German actor. That's very good for the German market, but also he's a very famous international actor. Judge Dredd, Das Boot, you name it, he's played in lots of different stuff. And there's Mathilda May, who plays the love interest. She's a very famous French actress, very cool. Very professional, very cool on the outside.

And obviously you've got a wealth of very good English actors. We could pull from the TV environment here, who are internationally well known, such as John Hurt and Brian Blessed, who was in *Flash Gordon* as king of the Hawkmen. David McCallum was in *Man from U.N.C.L.E.* And then finally, we want to get into the American market, so we got Chris Walken into the equation. And our hero, who is played by Clive Owen, a very famous British actor, although he is probably not as well known outside of England.

Q: Was it hard working with a collection of actors like that?

ROBERTS: I found it very difficult at first, just to get used to the whole environment. But once we started getting into the shoot, it became a whole lot easier. It got easier to deal with the actors, it got easier to deal with the crew, once they understood the motivation behind it.

Q: How long did it take?

ROBERTS: Preproduction was ten weeks. We set up at Pinewood and we started building sets and so forth. The shoot took six and a half weeks.

Q: Somebody told me Pinewood was the English version of Hollywood.

ROBERTS: Pinewood is probably the most famous studio here. It's where they shot most of the James Bond films, and a lot of feature films were shot there.

It was definitely what we wanted. The main story came across very well. You are always fighting about the budget and what you have to spend and what you get out of it, but apart from that, it was definitely an experience which got really good results, especially considering this was our first time to do it.

In the film industry everybody has a job and they know exactly what they are supposed to do — very professional. They get it done. You take the film footage and then use to intersperse within the game. It's an emotionally moving experience — being involved to such a high degree. But the important thing about it happening is it's actually a game at the end of the day. Yes, it's got film footage and it is an attractive movie, but the final result is a game where there's a lot going on. You can play the game without the film footage and it would be a game in its own right. Really, the film footage just adds another level to it. When you mold it, that's not so difficult. The hard part is the actual tracking of the game in the traditional sense. Putting in the film footage is a very easy call. All the complications come in on the game side.

Q: What is going to make the game different from everything out on the market?

ROBERTS: It's three games in its own right. One, it's an interactive movie — it has a story running through it. Number two, it's a good flight simulator. And number three, it has the trading elements that a game like *Privateer* had, where you can take cargo wherever you want, go wherever you want, and so forth. So you are really looking at the fact that you can be a player in a whole different set of circumstances. If you want, you can trade cargo or you can take missions, you can choose to explore the universe just to meet people (and see the film's subplots) or you can try and find out who your character, Arris, really is. There is film footage to support all those options.

Or, if you decide to, you can go straight through the main plot as well. The idea is to find out who you are, get richer, get better weapons, get better ships. There are over fifty ships in the game. You can buy and fly eighteen of those at the starting level. There's lots of different things you can do. You can get better upgrades for those ships. You can investigate the worlds around you.

Q: What have you tried with the flight simulator part of the game?

ROBERTS: We've been looking very carefully at what's out there on the market, trying to get away from only looking at what ORIGIN and EA have done, concentrating on what *everyone* has done. You have the choice of two different types of radar. Some people like the official *Wing Commander* radar, some people like the more traditional sort of radar which was first commercially used in *Elite*, which is not *Elite's* radar, since it has been around for years. But *Elite* first used it.

On the flight sim side, we concentrated on really getting to the guts of it. At the same time, we are also looking very much at creating ships with special types of maneuvers and strategies and so forth. When they come at you they will fly in formation, they will look like there is a big battle going on there, rather than just having every single ship concentrating on you. There will be different things going on. We are creating a visual feast.

Q: What's the biggest challenge you've had to face?

ROBERTS: The biggest challenge: one was obviously organizing the whole film side and making that come off and getting it in on budget, which was a huge challenge there. The second challenge was updating and revamping the engine. Once we did that, we could do everything we wanted to do with the game!



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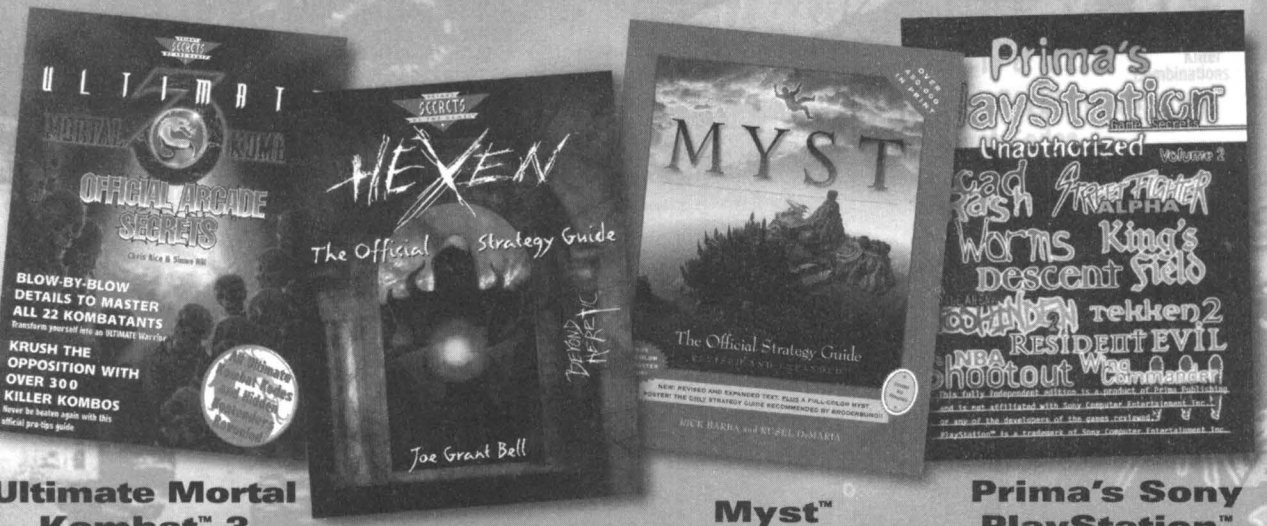
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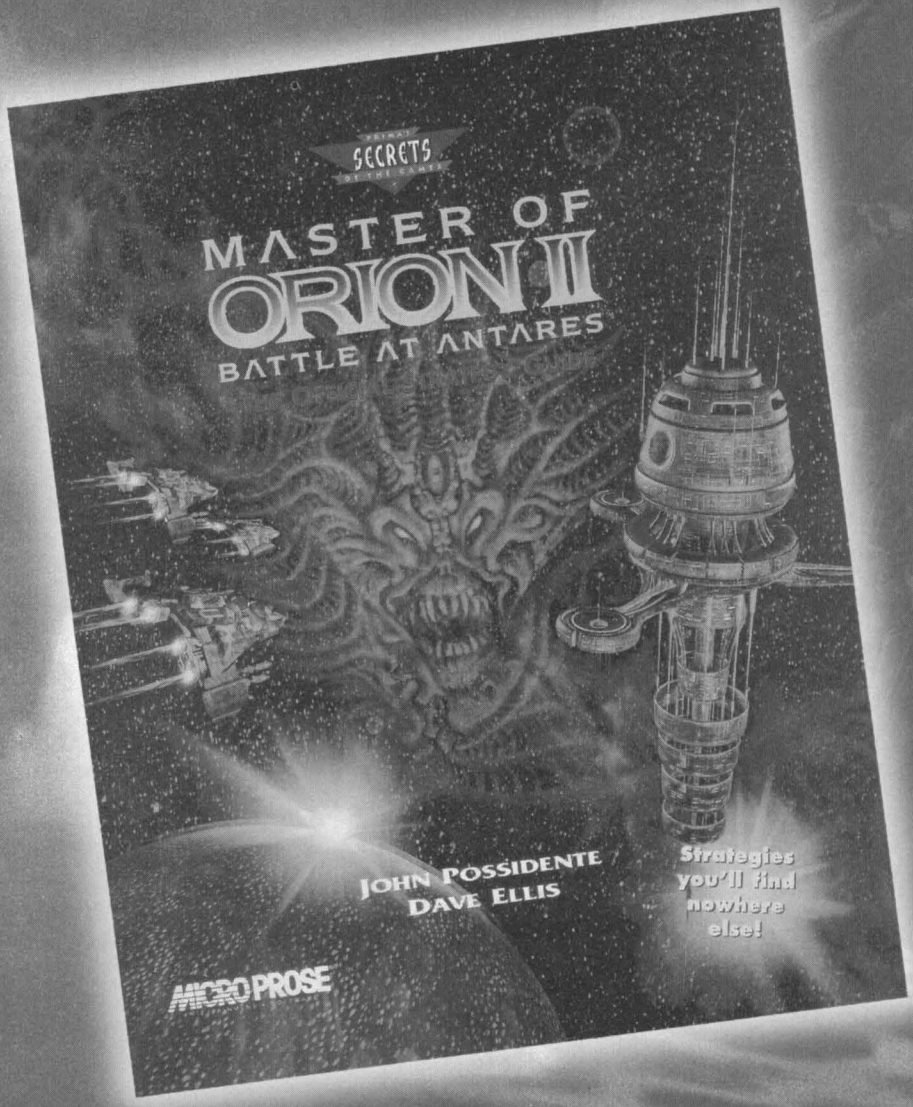
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THE SHIPS OF PRIVATEER 2 THE DARKENING

Armor/Shields: L=Light, M=Medium, H=Heavy



STRAITH

Credits	10K	**Armor**	L
Speed	288	**Shields**	L
Accel	36	**Guns**	2
Turn R	45	**Missiles**	2
Agility	3	**Modules**	2

The Straith is about one step up from a shuttle. Underarmed, underpowered and flimsy, but ridiculously cheap.



SHAMAN

Credits	17K	**Armor**	L
Speed	320	**Shields**	M
Accel	48	**Guns**	2
Turn R	50	**Missiles**	4
Agility	4	**Modules**	4

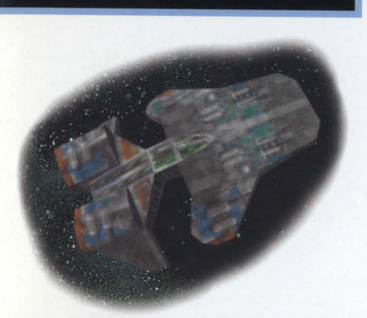
The Shaman represents a significant leap forward over the Straith, but then anything would. Still, it's a bargain ship that's a real bargain.



VELACIA

Credits	20K	**Armor**	M
Speed	320	**Shields**	L
Accel	54	**Guns**	2
Turn R	50	**Missiles**	3
Agility	3	**Modules**	3

The Velacia accelerates slightly faster and is better armored than a Shaman, but inferior in virtually every other way.



AURORA

Credits	34K	**Armor**	L
Speed	320	**Shields**	M
Accel	60	**Guns**	2
Turn R	65	**Missiles**	4
Agility	3	**Modules**	4

Still under 50,000, but its shield and armor strengths, hardpoints and speed match that of the lower-priced Shaman.



JENDEVI

Credits	45K	**Armor**	M
Speed	279	**Shields**	M
Accel	57	**Guns**	3
Turn R	75	**Missiles**	4
Agility	4	**Modules**	4

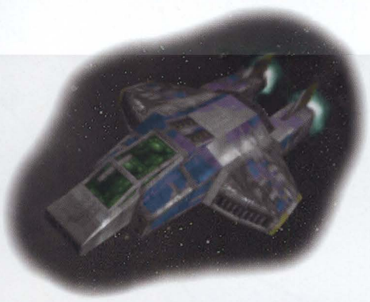
The Jendevi is slower than the Aurora, but can mount an extra gun. Pilots say it controls well.



DURESS

Credits	60K	**Armor**	L
Speed	379	**Shields**	M
Accel	60	**Guns**	2
Turn R	80	**Missiles**	6
Agility	5	**Modules**	4

A dependable mid-price fighter, the Duress is fast and very maneuverable, with an impressive missile loadout.



KARNENAN

Credits	70K	**Armor**	M
Speed	359	**Shields**	L
Accel	60	**Guns**	4
Turn R	65	**Missiles**	5
Agility	4	**Modules**	5

The Karnenan is almost all offense. Speed and armor are unexceptional.



SKECIS MK II

Credits	80K	**Armor**	M
Speed	359	**Shields**	M
Accel	60	**Guns**	3
Turn R	65	**Missiles**	5
Agility	4	**Modules**	4

Someone told Sales that a high price point held down Skecis sales. The Mk II project became a cheaper, stripped-down model.



SKECIS

Credits	85K	**Armor**	M
Speed	359	**Shields**	L
Accel	54	**Guns**	4
Turn R	70	**Missiles**	4
Agility	5	**Modules**	5

The original Skecis is well-armed and very responsive, but slower and more expensive than the Mk II.



DRAKKAR

Credits	90K	**Armor**	L
Speed	400	**Shields**	H
Accel	72	**Guns**	4
Turn R	80	**Missiles**	5
Agility	4	**Modules**	5

Fast and well-armed, with excellent shields (although a bit underarmored) the Drakkar is a bargain at the price.



HERETIC

Credits	100K	**Armor**	M
Speed	428	**Shields**	M
Accel	60	**Guns**	4
Turn R	65	**Missiles**	6
Agility	4	**Modules**	5

Unless you absolutely must have one more missile mount, stick to the Drakkar rather than the overpriced Heretic.



ICARUS

Credits	105K	**Armor**	M
Speed	411	**Shields**	M
Accel	60	**Guns**	4
Turn R	65	**Missiles**	6
Agility	4	**Modules**	5

The Icarus and the Heretic are a close match. This ship is just a bit more expensive.



KALRECHI

Credits	110K	**Armor**	M
Speed	359	**Shields**	M
Accel	60	**Guns**	4
Turn R	75	**Missiles**	4
Agility	4	**Modules**	6

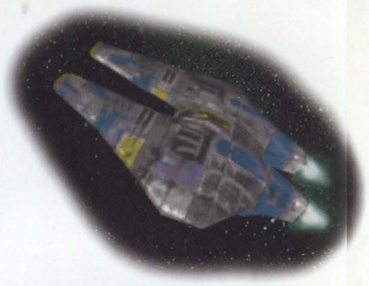
Its armor is good and there's room for lots of extras, but the Kalrechi is not the most aggressive fighter out there.



FALDARI MK II

Credits	125K	**Armor**	M
Speed	359	**Shields**	M
Accel	66	**Guns**	4
Turn R	90	**Missiles**	6
Agility	5	**Modules**	6

The Faldari combines lots of offense with maneuverability. Shields are adequate, but armor is a bit lacking.



FALDARI

Credits	160K	**Armor**	M
Speed	359	**Shields**	M
Accel	60	**Guns**	5
Turn R	80	**Missiles**	6
Agility	5	**Modules**	6

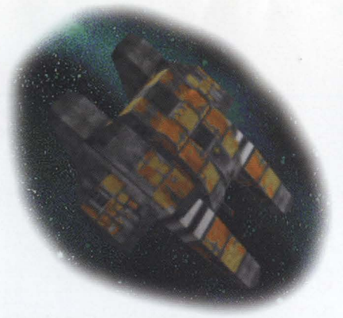
The original Faldari is less maneuverable than the Mark II, but it's better balanced defensively.



FREIJ

Credits	180K	**Armor**	M
Speed	400	**Shields**	H
Accel	66	**Guns**	4
Turn R	75	**Missiles**	7
Agility	5	**Modules**	7

Fast and decently armored, the Freij is less agile than the Danrik, but a lot cheaper.



FREIJ MK II

Credits	200K	**Armor**	M
Speed	440	**Shields**	H
Accel	72	**Guns**	5
Turn R	95	**Missiles**	7
Agility	5	**Modules**	7

Somebody took all the features of the original Freij and managed to somehow squeeze in just one more gun. It compares favorably with the Danrik.

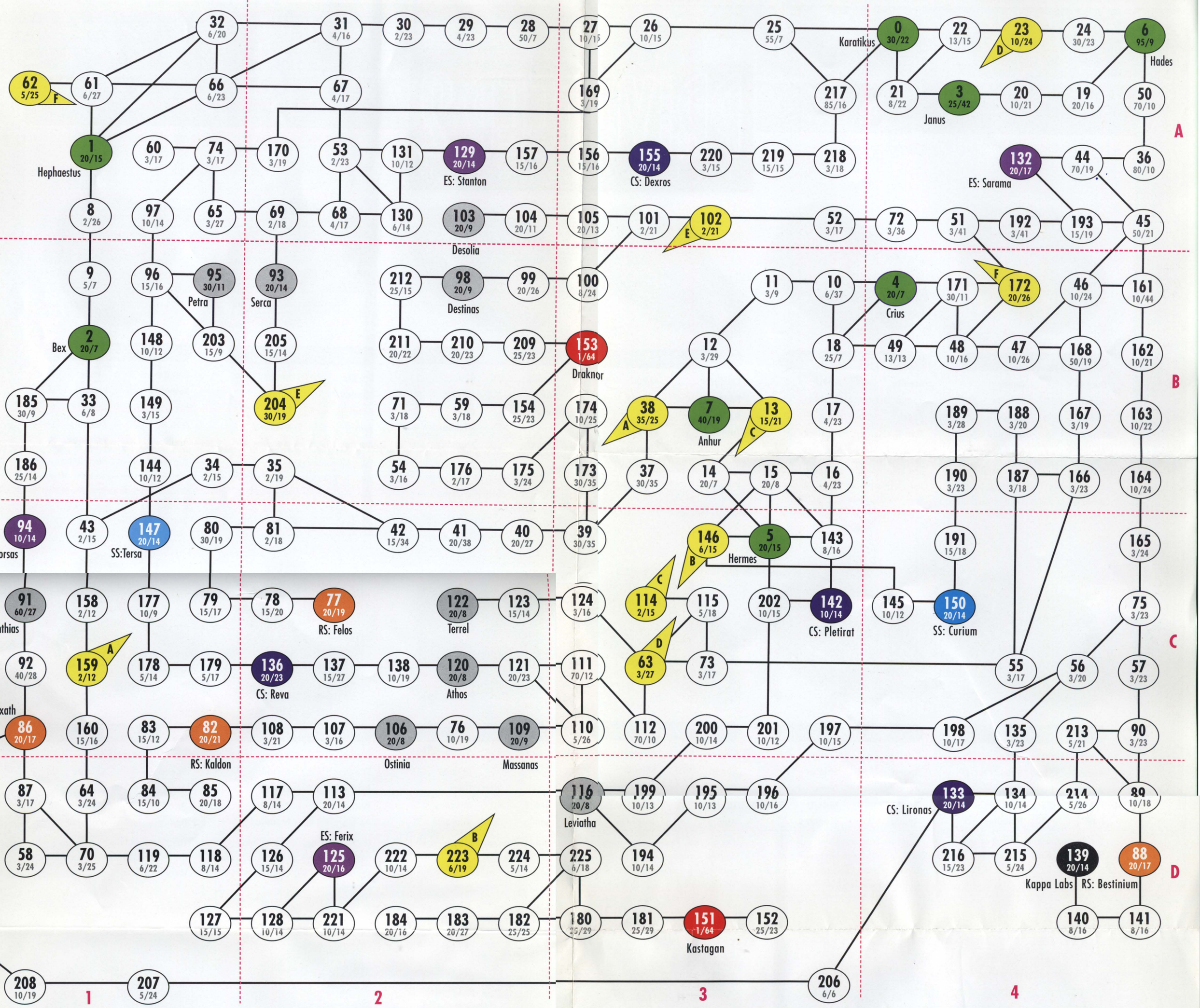


DANRIK

Credits	250K	**Armor**	M
Speed	440	**Shields**	H
Accel	66	**Guns**	5
Turn R	100	**Missiles**	7
Agility	5	**Modules**	7

The Danrik is a top-of-the-line offensive and defensive ship — a sweet ship, if you can afford it.

Schematic Map of the Tri-System Universe



Place Name Key

Anhur (7)	B3
Athos (MP; 120)	C2
Bestinium (RS; 88)	D4
Bex (2)	B1
Corinthias (MP; 91)	C1
Corsas (ES; 94)	C1
Craxath (RS; 86)	C1
Crius (4)	B4
Curium (SS; 150)	C4
Desolia (MP; 103)	A2
Destinas (PB; 98)	B2
Dexros (CS; 155)	A3
Draknor (MP; 153)	B3
Felos (RS; 77)	C2
Ferix (ES; 125)	D2
Hades (6)	A4
Hephaestus (1)	A1
Hermes (5)	C3
Janus IV (3)	A4
Kaldon (RS; 82)	C1
Kappa Labs (139)	D4
Karatikus (0)	A4
Kastagan (PB; 151)	D3
Leviatha (MP; 116)	D3
Lironas (CS; 133)	D4
Massanas (MP; 109)	C2
Ostinia (MP; 106)	C2
Petra (MP; 95)	B1
Pletirat (CS; 142)	C3
Reva (CS; 136)	C2
Sarama (ES; 132)	A4
Serca (MP; 93)	B2
Stanton (ES; 129)	A2
Terrel (MP; 122)	C2
Tersa (SS; 147)	C1

Nav Point Key

0....A4	22....A4	45....A4	68....A2
1....A1	23....A4	46....B4	69....A2
2....B1	24....A4	47....B4	70....D1
3....A4	25....A3	48....B4	71....B2
4....B4	26....A3	49....B4	72....A4
5....C3	27....A3	50....A4	73....C3
6....A4	28....A2	51....A4	74....A1
7....B3	29....A2	52....A3	75....C4
8....A1	30....A2	53....A2	76....C2
9....B1	31....A2	54....B2	77....C2
10....B3	32....A1	55....C4	78....C2
11....B3	33....B1	56....C4	79....C1
12....B3	34....B1	57....C4	80....C1
13....B3	35....B2	58....D1	81....C2
14....B3	36....A4	59....B2	82....C1
15....B3	37....B3	60....A1	83....C1
16....B3	38....B3	61....A1	84....D1
17....B3	39....C3	62....A1	85....D1
18....B3	40....C2	63....C3	86....C1
19....A4	41....C2	64....D1	87....D1
20....A4	42....C2	65....A1	88....D4
21....A4	43....C1	66....A1	89....D4
	44....A4	67....A2	90....C4
91....C1	114....C3	137....C2	160....C1
92....C1	115....C3	138....C2	161....B4
93....B2	116....D3	139....D4	162....B4
94....C1	117....D2	140....D4	163....B4
95....B1	118....D1	141....D4	164....B4
96....B1	119....D1	142....C3	165....C4
97....A1	120....C2	143....C3	166....B4
98....B2	121....C2	144....B1	167....B4
99....B2	122....C2	145....C4	168....B4
100....B3	123....C2	146....C3	169....A3
101....A3	124....C3	147....C1	170....A2
102....A3	125....D2	148....B1	171....B4
103....A2	126....D2	149....B1	172....B4
104....A2	127....D1	150....C4	173....B3
105....A3	128....D2	151....D3	174....B3
106....C2	129....A2	152....D3	175....B2
107....C2	130....A2	153....B3	176....B2
108....C2	131....A2	154....B2	177....C1
109....C2	132....A4	155....A3	178....C1
110....C3	133....D4	156....A3	179....C1
111....C3	134....D4	157....A2	180....D3
112....C3	135....C4	158....C1	181....D3
113....D2	136....C2	159....C1	182....D2
183....D2	206....D3		
184....D2	207....D1		
185....B1	208....D1		
186....B1	209....B2		
187....B4	210....B2		
188....B4	211....B2		
189....B4	212....B2		
190....B4	213....C4		
191....C4	214....D4		
192....A4	215....D4		
193....A4	216....D4		
194....D3	217....A3		
195....D3	218....A3		
196....D3	219....A3		
197....C3	220....A3		
198....C4	221....D2		
199....D3	222....D2		
200....C3	223....D2		
201....C3	224....D2		
202....C3	225....D3		
203....B1			
204....B2			
205....B2			

- 6 — Planet
- 103 — Minor Planet
- 132 — Equipment Station
- 88 — Repair Station
- 133 — Commodity Station
- 147 — Super Station
- 23 / 63 — System Jump Gates
- 153 — Pirate Base
- 163 — Navigation Buoy
- X/Y — Approximate % chance of CIS (X) and hostile (Y) appearance